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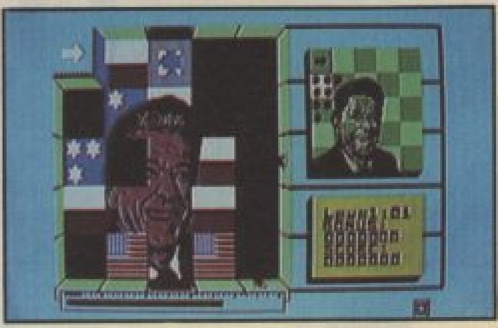
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SEPTEMBER

SPECIALS



Sony's Tiny Telly



REGULARS



Star Trek

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SCREEN SCENE



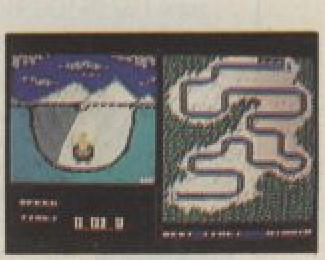
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Letters

Hand clap

I feel that it is time we stopped griping about the atrocious cost of video games and turned our attention, instead, to those programs and software houses which deserve our praise.

In my opinion, one such company is Dosoft. They are constantly producing extremely powerful and user friendly software (at a *reasonable* price). All the products are well documented and I feel that their customer services are second to none. Not only are the replies extremely prompt, but they also appear willing and very able to help with any problems attached with their software. They even supply the relevant peeks and pokes so that you may tailor the program to your own needs. (This is a problem which does not often occur since their programs are so flexible to begin with).

In addition to this, many budding machine-code programmers may find it very instructive just to browse through their software since many of the machine-code routines are accessed from Basic and therefore can easily be located and disassembled.

So let's have a round of applause for Dosoft for producing not only useful, but also instructive software.
Edmond Sheehan,
Co. Donegal.

Dear Dosoft — we assume that Edmond is no relation of yours.

Help

I am writing to you for help more than anything. I bought a cassette from Boots the chemist at Chesterfield. The cassette is called Turbo Extended Basic by Aztec Software, the program written by J. Gardner in 1983. Well the trouble is on the way back from Chesterfield I lost the instructions on how to use it. So I would be most pleased if you could ask the fellow readers to see if anyone could help me.
D.T. Joel, 220 Hurst Rise, Matlock, Derby's, DE4 3EW.

Predictable Games

Star Letter

When your reviewer called for something new to be done with games, how right he was (Green Beret review, July). So many games both on the 64 and in the arcades rely on the same basic and very boring ideas. Move rightwards across the screen and fight your way past nasties. No matter how good the graphics are the same gameplay pervades. These are just like platform games, a well tested technique that can be repeddled time and time again for a few more pounds.

The same comment might also be applied to all the fighting games you can buy for the computer. Why on earth should I want to buy more than two at the most? How come they sell and keep selling? *Knight Games* is a classic example. You put it on the front cover and give it an average mark, then give *Way of the Tiger* a screen star. Surely there is little to separate them from a game like Fighting Warrior?

Why the hell can't programmers come up with some new ideas and stop going for the easy option? One wonders just what Fist II is going to end up looking like. Another clone I suppose.
Gary Marsden,
Peterborough.

We're tempted to agree with you in some respects Gerry, but if software houses are churning out arcade licence games there must be a market. And it must be said that many of these are of high quality — like *Beret* and *Ghosts and Goblins.* Many other software houses out there are producing novel and original games like Gremlin's *Bounder.* As for the fighting games there is an element of predictability here. You can make up your own mind about Fist II from the preview.

Star Letter

Ayring Praise

I have been reading the excellent July edition of CU, and I must disagree with the criticism of T. Waterhouse.

I think your letters page is good. Hot Shots is a good laugh, as is Uncle Jim's Club. The G-Force is a brill idea, the game reviews are most informative, the program lists are adequate.

I also read (Y.C.) magazine and think they publish far too many listings, which I haven't time to keep up with.

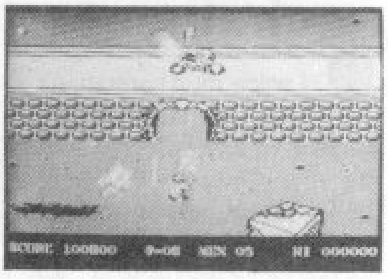
Keep CU as it is, and if T. Waterhouse doesn't want his CU T-shirt send it to me.
Jack Diamond,
Ayr, Scotland.

Overseas price war

I thought readers might like to know (and software companies) about the increasing rate of pirate computer games in overseas countries.

I live in Nairobi and have at least double the amount of copies than originals and my friend's collection of over 100 games is virtually all copies.

If companies want to stand by and watch as the alarming rate of "pirate" tapes increase then let them do so but for these companies who do like to take advice then how about puting a fixed price after



import duty tax etc as most shopowners have put unbelievable price marks on such games a *Commando* and reasonably new games.

Commando priced in England £7.95 is priced at £25 here and if you don't like it they tell you to get lost as there are only four gaming computer shops in the town (all about the same price). And secondly to try to encourage more businessmen to open new computer shops in the under-developed countries.
Mark Jenkins,
Nairobi, Kenya.

PPLO query

What ever happened to the PPLO? Was it just a publicty stunt to promote the 'Little Computer Nerdies' or is Agent Kubinski on a stall in some market trying to flog £5m worth of used bog paper? Who is the dastardly Agent Kubinski (is his first name Nigel)? Did they run out of magazines to cut the letters from? Is there a London Branch of the PPLO? (If so I want to join it.) Who is the mastermind behind this ruthless bunch of

Our letters bag is bulging with your comments, criticisms, queries and praise currently so we're expanding our letters page. Every letter printed gets a coveted Commodore User T-shirt, but we've added an extra incentive — the chance of winning a chart-topping game for the star letter of the month. So get your pen and paper out and write in to:

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renegades? Could it be Mike Pattenden? Yes! Did Mike Pattenden make this whole thing up himself? Was it because nobody was reading Hot Shots and he wanted to catch somebodies attention? Please fill me on the latest.
Jamie Bourne,
Barkingside, Essex.
The PPLO contact us when they want to. Nothing is known of this obscure terrorist organisation.

Rising to the challenge

I simply must congratulate you on your July 1986 issue. It was fantastic especially all that info on the Virgin Challenger II, you know all that stuff on length, width, hull etc. No other mag goes to all this trouble to do this for all us uneducated ones do they?



Also I would like to say all the reviews are brilliant, even on the most shoddy games you make the reviews fun to read.

Another thing I like is the way you take notice of C16 and Plus/4 owners and review their games as well, I haven't come across another mag that does this, they all concentrate on 64s and leave the small fry out. So I would just like to say thanks for a really ace mag that really does have it all.
Graham Davies,
Birmingham.

Mike's Dad writes in

Please tell me why nearly every CU reader gives Mike Pattenden the stick? I wonder how those moaning minies (i.e. D. Procida & T. Waterhouse) would feel if they were in his shoes, upset obviously.

I haven't seen any good words written about Mike Pattenden (except for D. Rogers VERY agreeable letter), so here you are Hotshot Mike, you're brill, you're funny, you're witty, and your reviews are interesting and informative and you let the company who made the game know where they stand, so keep it up Sir Mike Pattenden.

Not just Mike Pattenden has done well, but all of you have, congrats on such a well excellent computer mag.
Kevin Coleman,
Pentwyn, Cardiff.
Mike accepts the knighthood, but promises it won't change him at all.

Commodore warning

Pay attention Commodore. What the hell are you trying to do? Commit suicide? If not, you are having a good shot at it. Over the last year, it is reported, Commodore have lost vast amounts of money. No wonder.

In my opinion Commodore thought that their Wonder machine — the Amiga would save them (as they spent at least 25 million dollars on it) but instead, it is their death warrant. Their competition, the Atari 520ST, is overwhelming it. At half the price this is not surprising.

I waited for a smart move from Commodore to save them, but what's this I see? The Amiga will carry a hefty price tag of £1,700 which puts it into the same division as IBM, Macintosh etc. This is madness as there is no software (esp. Business).

I had hoped that the Amiga would drop to about £500 or £600. Then it would be a popular successor to the 64, and, I feel better value than the Atari. Please take note.
James Clancy,
Co. Longford, Rep. of Ireland.

Mike moan

I am mainly writing to criticise Mike Pattenden for his disgusting reviews (*aww no, not again. MP*). In the Christmas '86 issue he slagged *Commando* and gave *Rambo* a Screen Star.(!) He surely must have been bribed by the lads at Ocean. Every other reputable magazine did the opposite (Zzap 64!, C+VG etc.) Also, how could *Yie Ar* (boring) *Kung Fu* get a Screen Star over *King Fu Master? Yie Ar Kung Fu* is garbage. (Probably more of Ocean's bribes). The chart shows just how people appreciated these reviews.

Apart from that, the G-Force is spot-on, giving games what they deserve. (Especially Ken McMahon's review of the C16's Pharoah's Tomb). Keep up the good work (and why not get Mike Pattenden



on a Speccy, or sack him?)
Steven Devlin
Newburgh, Aberdeenshire.
P.S. Do you like living beside C+VG?
Mike has placed this and other letters in the hands of his solicitor. He also points out that he is not solely in the pay of Ocean, but will accept any reasonable offer. Only when they buy us drinks.

Bad choice

I recently faced the situation where I was about to buy a game but couldn't make my mind up about which one I should buy.

One of the games I had played before and enjoyed and the other I wanted to buy because I enjoyed martial arts and boxing games.

So I payed six quid for the martial arts game.

I took it home and loaded up. The game was pathetic! I played it for about 30 seconds and switched off. I couldn't believe that a game of that price could be so rubbish. The game went straight to the back of my shelf.

The purpose of this letter is for anyone who owns a Plus/4.

I have compiled a Top Ten of the games that I have bought. Some are expensive but most are budget games.

So if anyone has faced the same dilemma as me you can take your pick from these:

1 Mercenary
2 Frank Bruno's Boxing
3 ACE
4 Sword of Destiny
5 Kikstart
6 Berks III
7 Big Mac
8 Hustler
9 Fingers Malone
10 Legionnaire

And my top 5 DONT'S are

1 Thai Boxing
2 Cruncher
3 Olympiad
4 World Cup
5 Pizza Pete

So there you are.
Simon Bradbury,
Mossley, Lancs.

Poor Punter

Thanks for a great mag. I love reading the letters you print every month and I said hell why not, so here's something for your readers to think about.

I often see letters complaining about the price of software in England. I live in the Emerald Isle (Ireland) but being from Birmingham I know prices you have to pay for software and hardware and if you think you lot are being robbed just take a look at what I pay: Thrust £4.50, CMB 64 £299.00, IOXSSDD Disks £25.00 per box, Visawrite £97.00, Game Killer £23.00, all Mastertronic's Games which are normally £1.99 in England are £3.50 here and games generally range from at the least £3.50 to around £25.00. It's funny really because the difference between the punt and the pound is only 10p and you probably won't believe this, a CBM 128 costs the same as a CBM 64, £299.00.

I've been forced to mail my punt to England to mail order Companies (ify) and take my chances. I may become an endangered species here. I'm seriously thinking of starting my own business selling software. I would make a million. My nearest computer shops are 4, 12 and 17 miles away and all are supplied by only one distributor. I ask you, who is pocketing all the money? Can anybody help us before we become extinct? We Irish users are an endangered species. Love your mag. Keep up the great work and every time you feel like complaining just think of us, the endangered species.
Brendon McLoughlin,
Killenaule, Ireland.

Ins and Outs

After reading Niall McDermott's letter about C16/Plus/4 Ins and Outs I was inspired to write my own list so here it is.

INS: Anco, Elite, Commodore User, Boots, some Mastertronic games, Frank Brunos Boxing, Legionnaire, C+VG, Berks III.

OUTS: Gremlin Graphics, BMX Racers, Squirm, Commando, Tynesoft, Return of Rockman, Pokes that don't work, US Gold.

Uncle Jim is great, but why not include the C16 Plus/4 in your Adventure Section? Whatever happened to you reviewing Winter Events by Anco? Is there any clever people out there with pokes/tips for

Anirog's Tom Thumb. I think the new Play To Win section is great, so keep up the good work.
Carl Valk,
Shipley, W. Yorkshire.
***Winter Events* is reviewed this month, in colour, over two pages. That should keep you lot quiet.**

Could be better

I am writing to say Congratulations CU for the new facelift on the magazine. It's brill.

But I do have comments on how it could be improved:-

1. Do not review rubbish games with a low rating. It's a waste of space. i.e. *Max Headroom*. To review these sorts of games just give the title and a rating by the side of it, do not go into the depth of the game just to tell us it's a load of *@*@!?

2. In the Play To Win tips please, please make sure they work. I have tried many pokes which in the end don't work, *Rambo* in the last issue, when you push the joysticks in the opposite direction to each other the helicopter stays where it is.

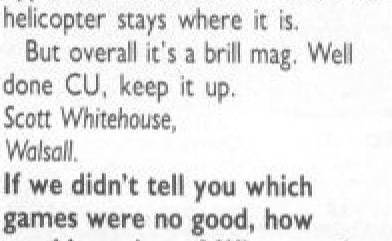
But overall it's a brill mag. Well done CU, keep it up.
Scott Whitehouse,
Walsall.
If we didn't tell you which games were no good, how would you know? When we do we have to justify it.

Fred fret

Great magazine. Shame about the review(er).

I read with rising irritation your reviews of *Nexus* (July issue). It seems to me that Fred Reid didn't even bother to play the game. I've played it on and off for the last three weeks and its great.

The box is great. A real change from other people's cheap tat. Mr Reid doesn't point out in any detail that the game's core is assembling the hidden information into the basis



of a story. Nor the fact that some of the Nexus characters can and do direct you to an elusive bit of info.

I can read the messages on screen and don't wear glasses. And I think the phrase 'Get Lost' is actually spoken to you and not by you.

Finally and in my eyes, the most damming evidence for Mr Reid not having bothered to try the game is your picture illustrating the review. It shows a screen with a menu and the phrases 'up level Cheat/Down level cheat''. These don't seem to be in my copy. And Mr Reid digs a deeper hole by claiming the object of the game is to free your friend and escape to the underground river. Even a feeble attempt at the game would have shown Mr Reid the nasty fact that Tayo, your friend, has gone over to the other side and is in fact a vicious black guard.

I am sorry to go to such length but this sort of thing really is annoying. I expect Mr Reid spent most of his time, breaking into the program to admire its 'technical achievement' and had to rush off his review. Well, I for one prefer to play the game. Well done *Nexus*, give us more. And here is a big raspberry to Mr Reid.
T. Berry
Gosforth, Newcastle upon Tyne.
Fred blows one back with knobs on.

Racist slur

Being one of the many non-English buyers of Commodore User, I feel compelled to write to complain about the ignoring of other parts of Britain in your articles.

For example, in your US Hotline article in the July issue about the 'Weirdware Revolution', you ask if there is anything like this in England. Also, in the 'Raging Beast' review, you mention being 'England's' answer to El Cordoba. Shouldn't this be BRITAIN's answer to El Cordoba? thereby allowing we Scottish, Irish or Welsh to be considered.
Alan Gold,
Cumbernauld, Scotland.
Hotline is written by an American, so he's excused the error. Besides the Ed is Irish, the Dep Ed of Ukranian descent, and Mike comes from Botswana.

Nice Flem

I became a reader of Commodore User several months ago. Now, I've decided to write and to congratulate you. Your mag is absolutely fantastic, and a must for every Commodore user who wants to make full use of his/her computer.

I, being a fan of both, games and serious programs, think you are certainly a cut above the other competing magazines, because you also pay attention to the serious user.

I must also say — and here I can't agree with some people who have written to you in the last few months — that from the moment the G-Force was introduced, your games reviews have became better, better and better . . . keep it up that way?

As we all want a laugh from time to time, don't sack Mike Pattenden! I find his reviews and Hot Shots column the best part of the mag.

Finally, I must say that I'm very glad having discovered an adventure helpline! I've been waiting for that!
Patrick Wullaert,
Belgium.

Bounder

I have been an avid reader of CU since I got my 128 in November 85. I am writing about an article in July's issue of US Hotline. Dan Gutman did an article on weirdware revolution. I thought it was interesting, funny and weird!! At the end Dan Gutman said there was so many that he was only skimming the surface and that he was going to write a book on it.

I thought that writing a book on it was a good idea, but would it not be a good idea to have a page on weirdware each month in CU?

Also is there any chance of CU making binders to hold our sacred copies of CU?

Thanks for an amazing, fab, cool, brill (and any other praise word) mag.
Robert Rowland,
Dublin, Ireland.
I don't think there's enough weirdware for a regular spot, but we'll keep you posted of any developments. As for binders, we'll be looking into that.

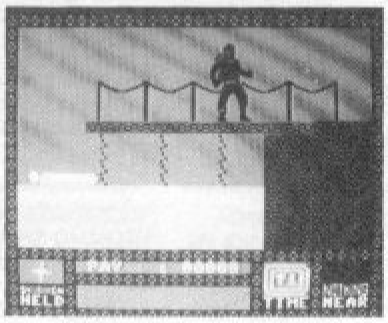
Compo winner

I don't know how to thank you enough. For months I've been waiting for Green Beret to be released. Then when it was released I didn't have the money to buy it. Then on Saturday the 21st of June a parcel from Imagine came in the post. I quickly opened it and inside was Green Beret, I loaded it in and played it straight away. It's been worth the wait, it's a classic. Then my dad asked how I got it and I rembered entering your competition in the May issue. I couldn't believe that I'd actually won a competition, I was so happy. The magazine's got a lot better lately with the facelift, Hotshots, Play to Win and even better games reviews. Thanks again.
Perry Stevenson,
Bournemouth.
Gee, it was nothing . . .

Separation

This letter is a thankyou to those software houses that recognise that C16 owners and Plus/4 owners are not inseparably joined at the hip.

Firstly to Cascade for *ACE* an excellent game, and most of all to Novagen for the superb *Mercenary* which must be game of the year on any micro.



But now it is slap wrists time for you lads at Commodore User, as I am informed that *Saboteur* from Durell is available for the Plus/4, but this fact did not appear in your July review of the game. Please don't hide any Plus/4 information on games from us, it's hard enough already to find software for our poor micros.

To close on a happy note though, thanks to all at Commodore User for the support you give us Plus/4 lads and keep pressing the other software houses to support us.
Michael Few,
Stonehouse, Glos.
***Saboteur* slipped through the net, arriving after we'd done the 64 review.**

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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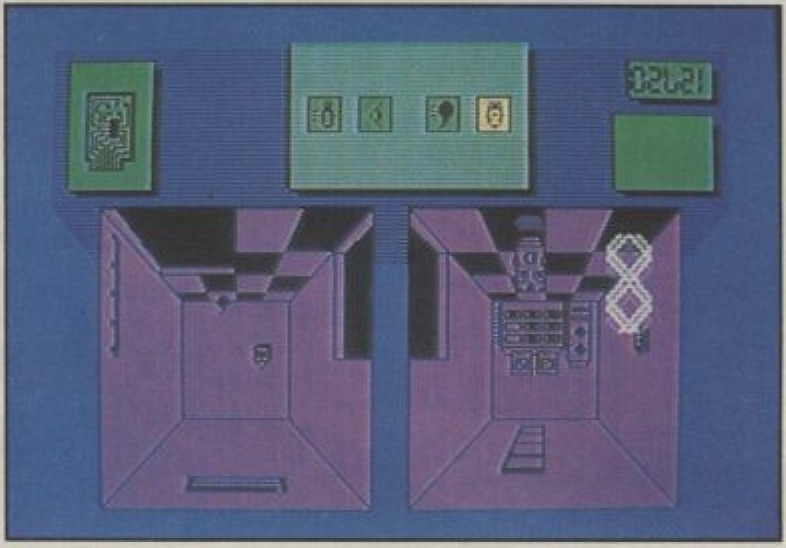
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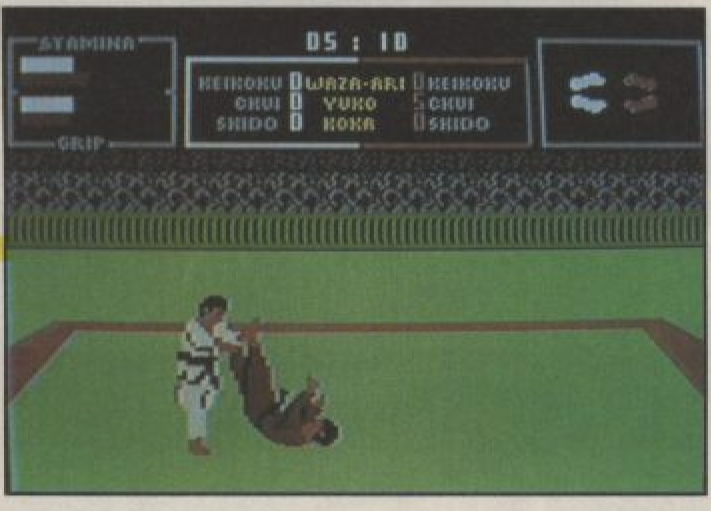
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BUZZ



Uchi Mata is the term used for a full over-the-shoulder throw in Judo. It's also the title of Martech's new game, which is coincidentally a judo simulation for one or two players. The graphics and animation look stunning and the controls for the multitude of potential moves is very realistic, which may be attributed to the involvement of Brian Jacks. When asked about the possibility of a showdown with the new Fist Martech's Dave Martin cooly asserted, "No problem". So watch the sparks fly next month.



No bonus points for guessing Deactivators is something to do with bombs. Ariolasoft's latest for the 64 stars you as the Security Chief in charge of the Deactivator Droids (they look like an upmarket Dusty Bin). Working as team, the bomb-disposing DDs must search the rooms of a five-storey building, find the boms and lob them niftily out of the window — not any old window, but a specific one in the building. Bits of circuit board must be picked up along the way to activate the computer and turn on lights in the darkened rooms. By the way, some of the rooms have a weird gravity effect and they're all patrolled by guards who've been inveigled (have you got a dictionary?) in the plot. Bombs away.

Get this for a mouthful. The Sacred Armour of Antiriad. I know it takes a bit of getting your tongue around but its worth remembering because it's the name of the new game from Palace Software — the Cauldron people.

The game casts you as Tal — a barbarian who begins his quest stark naked in a forest. The wild animals of the trees can be killed by lobbing rocks at them. Your aim is to find some armour in the ruined city — get it on your back and then go and give the aliens a darned good thrashing in their volcano home. The game comes with its own Marvel-produced comic as well. Can't wait.



Sanxion is the first release from Thalamus, the new software house owned by Zzap publishers Newsfield. It's a shoot 'em up programmed by the previously unknown Starvros Fasoulas. The game pits the united forces of earth against hostile aliens who plan to rid themselves of humans before humans get rid of them. There are ten waves and some 500 different screens of varied landscape. Sounds like a real sweaty joystick job.





Gremlin Graphics are brewing a mind-blowingly addictive game at their Sheffield HQ called *Trailblazer.*

The object of the game is to stay on the fast moving track as your ball hurtles at breakneck speed through the moving terrain.

As you pass over certain squares various things happen — like your ball hops up, the joystick controls are reversed or, worst of all, you can fall down through a black hole.

This one is going to be hot.



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BUZZ



Northern launch for new 64

Commodore has taken the unprecedented step of going outside the Smoke to launch a new computer. It's chosen the Commodore Show in Manchester for the first UK showing of its new 64C, complete with GEOS operating system (reviewed in this issue). Although no prices are fixed yet, it's rumoured the combo will sell for around £195.

So if you're anywhere near the University of Manchester Institute of Science and Technology (UMIST), Renold Building, Sackville St, on the 12, 13 and 14th of September, grab the chance to be one step ahead of us southerners — go and see the 64C for yourself.

There will be around 75 exhibitors displaying the latest software and peripherals, plus an Amiga Theatre, an 8-Bit Theatre (you're computing queries answered) and 'top groups' using the Commodore Music System — oh no, not Rick Wakeman again? Tickets are £3 for adults and £2 for the under-sixteens.

Meanwhile, if you're going to Paris on holiday and you can't bear the thought of being away from your favourite Commodore, you'd better head straight for Commodore Expo, the Froggie version of our very own Commodore Show. It's held between the 24th and 26th October at the Holiday Inn, 73 Boulevard Victor — bonnes vacances.

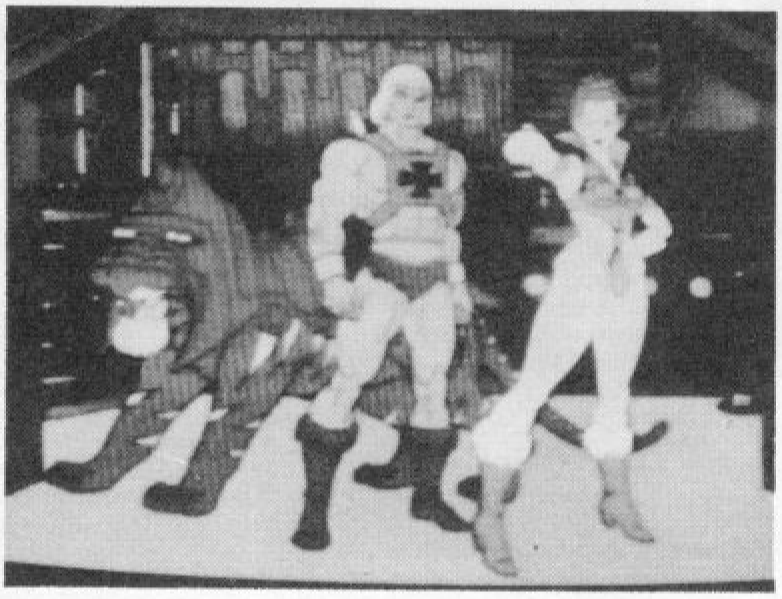
Hang glider terror

Hang gliding comes to the 64 at last in the shape of the latest game from Quicksilva — Glider Rider.

The object is to fly your glider over a scrolling 3D terrain in a bid to penetrate the defenses of Abraxas, destroy a terrorist HQ and glide safely back to base.

The landscape is highly detailed using the two-colour, detailed graphics technique, pioneered in games like Knight Lore and Fairlight.

Watch out for it in early September at around the nine pound mark.



Who wants a He-Man?

US Gold's latest boast that they're 'The masters of computer software' refers not to their success so far this year (five number ones in six months) but to their latest major licensing deal — Masters of the Universe.

A series of games based on Mattel's super heroes is planned including an adventure written by Adventure International. First release, though, is an arcade game which pits He-Man, his trusty steed and companion Battle Cat and the rest of the team against his arch enemy Skeletor.

Skeletor is the essence of evil and constantly plots to overthrow the Masters of the Universe from their home on Snake Mountain. With the super heroes out of the way he then plans to take over the kingdom of Eternia.

US Gold plan to release the arcade game some time in October and the adventure a month later. There will be a C16 version of the adventure but not of the arcade game.



Magnum Force: This is the Magnum, possibly the most powerful joystick in the world. Well, Mastertronic are claiming something like that and we wouldn't let the chance of a Dirty Harry allusion go to waste. Featuring all kinds of flash phrases like Ergo-Form (nice shape), Posi-Action (fast response), and a hair-action trigger it sounds like a jockey's dream. Pity it won't cost £1.99 though — closer to £14 in fact.



Beyond beam up

British Telecom owned company Beyond are still showing enterprise in the shape of their latest game licence. They have just announced that they've acquired the rights for an arcade game based on Star Trek.

The game is going to be of the arcade/strategy type with what a spokesperson described as "The best team of programmers ever assembled." A quick look at the cast supports that claim, with the team led by Mike Singleton *(Lords of Midnight, Quake Minus One)* and including Graham Everett and Steve Kane, ex-Denton Designs who were responsible for *Frankie Goes to Hollywood* and *Shadowfire*.

If the team sounds impressive the game sounds equally good. It promises to be of huge dimensions — a thousand star system and 256 sub plots *(What, no Klingons? — Ed)*. Sounds like a five year mission to us.

Added to that it'll feature the theme tune, loads of sound effects and speech. Well you can guess the kind of thing: "I canna get a copy of Thrust cap'n".

The story has it that the Klingons *(that's better — Ed)* have developed a mind control device called a Psi Emitter and the Federation have sent the Enterprise into the star system to find it. Mike Singleton's also promising instantly recognisable pictures of the main crew members like Spock, Kirk, Sulu, Bones et al.

You'll have to wait only as long as September for a copy. We'll be taking a peek at the Captain's log just as soon as we can.

King Size Utilities: We tried to smoke them until we cottoned on that *King Size* is a new range of utilities from Robtek for the C16 and Plus/4. There's *Turbo Tape* (claimed to load and save at ten times the normal speed), the *Turbobase* database and the *Turbotext* wordprocessor, both using the turbo load facility. All three programs are on tape and cost just £4.95 each. We'll be reviewing them next month.

More from Bubble Bus: BB continues to support the C16 with a £2.99 game called *Tazz* which has you gatecrashing a party held inside a computer in which wild butterflies and razor-sharp scythes are on the loose — perhaps that's what's wrong with my ailing C16?

Clever Trevor: The FBI building has been overrun by evil Foreign Agents. They demand the release of spies held by the American government. You, as hero Trevor, must find the defusing codes and then deactivate them (psst, it's on the 62nd floor, Trev). That's *Mission Elevator* for you, soon to be released at £9.95 by Micropool.

Infocrimes: French software house, Infogrames (remember Mandragore?) is launching a 'crime' series of games for the 64, the first title being *L'Affaire Vera Cruz*. As monsieur l'Inspecteur, you're confronted by what looks like a suicide case. But maybee eet vas merder? Search for clues, gather information, interrogate witnesses and suspects — it's all in day's work for the Suretée. Vera Cruz costs £8.95 on tape.

Compunet Killing: You could make a real killing by joining Compunet straightaway. In what sounds like a desperate bid to grab new subscribers, they're offering you a three month subscription plus modem for, wait for it, £18. MFI couldn't do better. Compunet can be contacted on 01 965 8866.

Elite Bargains: Classy software house Elite have decided that they too want to cash in on bargain-basement games. Why not, everybody else is. They're rereleasing *Valhalla, Skool Daze* and offering a new game, *American Football* all for £2.99 each. If that lot sells, there'll be more on offer during the Autumn.

Room Ten: CRL isn't giving much away about *Room Ten*, the 3-D split-screen ball game it's soon to release for the 64. Room Ten is the room in the Galcorp Leisure Corporation where a ball game known as 'glyding' is played. Maybe it's like indoor cricket? We'll be knocking on the door pretty soon to find out.

Elephant Ribbon: If you're having problems acquiring ribbons for your Commodore printer, don't forget Elephant. They've just expanded their range to include ribbons for the MPS 801, 802 and 803, the 1526 and the 4023 daisywheel. They range between £3.70 and £5.12. More details on stockists from 0923 41244.

Castle Quest: If you typed in last month's program, *Castle Quest*, you'll need to change a couple of lines, the ones that refer to number of lives and level. Here they are:

```
935 PRINT "(HOME) (19
    CRSR DOWN)"
950 PRINT "(HOME) (14
    CRSR DOWN)" TAB (33)
    LEFT$ (LI$,LI) : RETURN
```

Citizen Interface: At long last, Citizen has announced a Commodore interface cartridge for its 120D printer (we reviewed it in the May issue). The cartridge costs £52 and will let you reproduce faithfully the complete Commodore graphics set. You can pick up a cartridge-less 120D for £197 which means the combo comes in at around £250 (plus VAT).

BUZZ

The Personal Computer World show kicks off with its usual noise, bad beer, 'orrible sandwiches and queues for everything on Friday 5th of September through to Sunday the 7th. If it were not for the fact that just about anybody who is anybody in the games business will be there with their brand new products, I can't thing of a single reason for enduring the aching feet.

Show Ratings

****** Break your neck to get to this stand. **** Don't miss it. *** Worth a visit. ** Worth a quick visit. * Dullsville. No stars. This exhibitor has no right to live.*

Where?

Olympia II, Hammersmith Road, London, W14.

How To Get There?

Kensington Olympia Underground station will be in operation throughout the show. Entrance is situated opposite the Grand Hall entrance. Buses — Nos 9, 52 and 73 pass along Hammersmith Road in both directions.

When?

5th - 7th of September.

Opening Times?

Friday and Saturday 10 till 7. Sunday 10 till 5.

How Much?

Admission fee £2.00 Adults and Children.

ACTIVISION ***

Top US games house has four big licensing deals to shout about. Spielberg's *Big Trouble in Little China* is a Kung Fu adventure film, *Labyrinth* starring David Bowie, *Howard the Duck* — the feature film based on the Marvell Comics character, and *Aliens* — a sequel to the original horror Sci-fi epic. Activision will have games based on all these four films on sale by Christmas. Catch previews at the show. *Hacker II* will also be in evidence.

ADDICTIVE ***

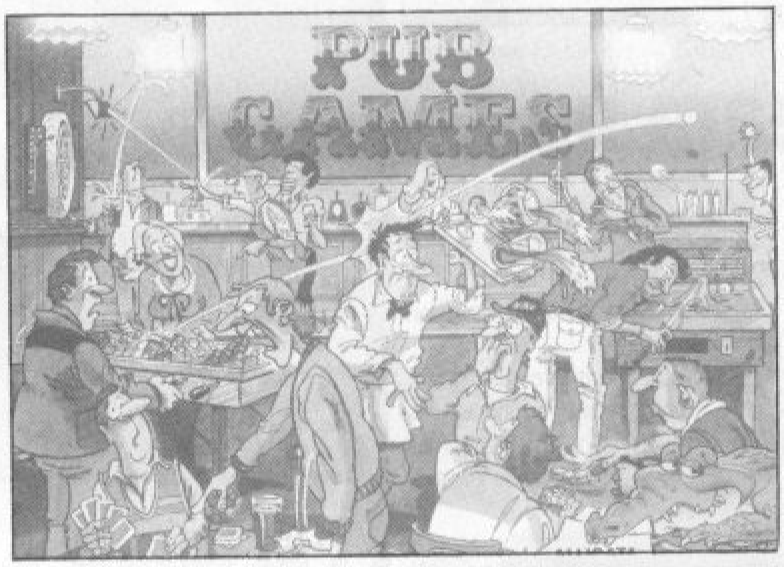
Three new games from Addictive to sample at the show. *A.R.A.C* reviewed in Screen Scene this month, *Head Coach* a Football Manager-type-game for the N.F.L. league and another strategy game called *President* in which you play the leader of a fictitious country.

ALLIGATA ***

Autograph hunters may be able to pick up flaxen-haired Tony Crowther's signature on the Alligata stand if they time their visit correctly. Other main attractions are *Pub Games* — a compilation of Bar Billiards, Darts, Table Football, and Dominoes. Gamers can also catch a preview of *Kettle* — a split screen two player game in the mould of *Spy vs Spy*.

ARIOLASOFT ***

Ariolasoft have lost their marbles. Well — they've given them away, actually. No kidding — every computer magazine was sent a bag of marbles. What's it all about? It's to hype their latest game *Marble Madness* on the C64 which you can see on the Ariolasoft stand. They are also launching two new labels at the show — the 39 Steps for adventurers, and *Reaktor* for home-grown arcade games. Also, watch out for *They Stole A Million*.



BEYOND ***

Star Trek is the theme of the Beyond stand to promote their megagame of '86 — officially licensed from the hit TV series. If you can't make the show catch the full story on this one in next month's CU.

BUBBLE BUS **

The famous bus stand will be there. Main attraction are three new Spectrum games (possibly appearing on the 64 later) include *Moonlight Madness* and *Ice Temple*. Also check out *Trizons* and *Tazz* for the C16 and Plus/4.

C.D.S. **

The Doncaster software house will be launching their deluxe bridge program at the show — *Collussus Bridge*, plus a brand new range of budget games for the C16/Plus/4. Look out for *Diamond Mine, Astro Plumber, Darts* and *Slither* on the brand new Blue Ribbon label. CDS are also promising some Plus/4 dedicated titles.

COMMODORE USER ***** (!)

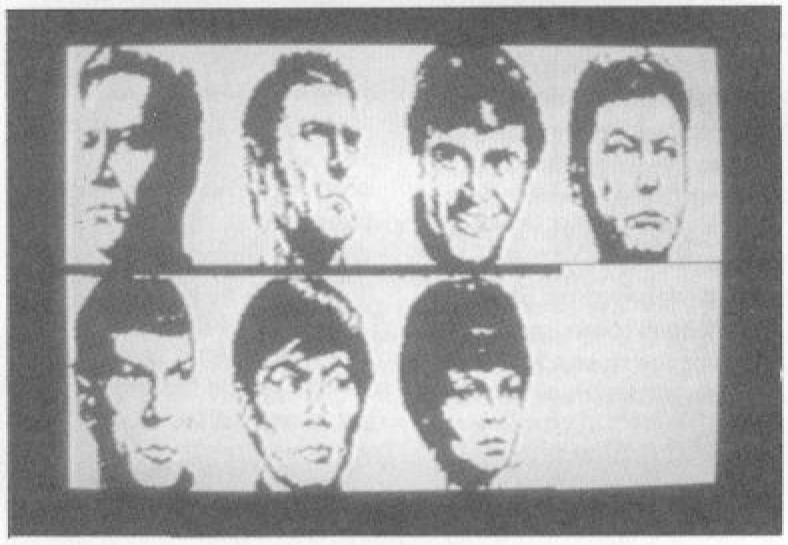
Come along and introduce yourself. We'd love to meet you. The whole CU team will be there throughout the show. We are bringing the new 64C, our office 64s and C16s for a game or two. We are also giving away stacks of freebies so come and see us now y'hear. By the way, we've got a 64C for you to win.

COMMODORE ***

Diehard Commodore supporters will find them in the business section where they will be majoring on 'Sidecar' an add-on for the Amiga that will let it run IBM PC programs. In fact Commodore have gone to town on things IBM as they will also be previewing the new machine in the PC10 and PC20 range.

C.R.L. ***

A wall of twenty TV screens will be running a continuous video of CRL's big winter launch — *Cyborg*. The nuclear powered, heavily armed, 'Mandroid' has been programmed by the Tâu Ceti team so it is definitely worth a visit to the CRL stand to find out more about this mysterious superhero. Also on the video is Dracula — all the way from Transylvania. Well, Stratford actually, but who's checking.



DIGITAL INTEGRATION *****

Definitely one of the most interesting stands for gamers. TT motorbike star Paul Lewis will be making a guest appearance to sign autographs and take on all comers at Digital's brand new game — *TT Racer.* The company have cleverly linked several computers together using a larger system so that up to seven people can race against Paul in the same game. Race fans can also catch a glimpse of Paul's Team Suzuki mean machine. Don't miss it. The bad news is that the game is initially going to be available on that horrible little black plastic computer — but it will eventually appear on the 64 we are told. *Tomahawk* will be seen for the first time at the show as well.

DOMARK **

Trivial Pursuit fans can test their knowledge against the computer version on the Domark stand. The Wimbledon firm will also be previewing their James Bond adventure game — *Live and Let Die.*

ELITE ***

The leaders of the coin-op conversion market are showing four new titles at the show — the long awaited *Paperboy, 1942, Scooby Doo,* and perhaps the biggest news of all *Space Harrier* — the current Arcade hit from Sega. The Walsall wonders are promising C16 versions of most of these titles.

FIREBIRD ****

Firebird will be hoping to steal some of the thunder out of US Gold's mega licence — *Gauntlet,* with their own Gauntlet-style game, *Druid.*

Also on display will be the 64 version of *Heartland* — the title that caused a stir when it was launched on the Spectrum two months ago.

GREMLIN GRAPHICS ****

New-style Gremlin is showing *Trail Blazer* — a futuristic race against time, *Future Knights* — a 'blast adventure', *Footballer of the Year* — a strategy soccer game and the sequel to *Way of the Tiger — Avenger,* which will be previewed prior to its November launch. C16 owners can look forward to versions of all of these games for their machines as well as a version of *Monty on the Run* — possibly the best platform game of them all.

HEWSON ****

This is your first chance to see and play the sequel to *Uridium — Alleykat* by Andrew Braybrook. Andrew will be on the stand during the day to talk to his fans. Another game to check out on Hewson's stand is *Firelord* from Starquake programmer Steve Crow — on loan to Hewson for this project from Bubble Bus.

LEVEL 9 ***

Master adventurers Level 9 are turning their stand into a museum to celebrate the company's Fifth Birthday. The exhibition will chronicle the company's progression from part-timers producing only text adventures to the advanced all-singing all-dancing adventures like the *Price of Magick* and others.

MARTECH ****

Martech have called upon the services of their old friend Brian Jacks judo expert and personality to draw the punters to their stand. He will demonstrate best moves on Martech's new game *Uichi Mata.* Also on display is a new game called *W.A.R.* and an aircraft carrier sim based on the giant US Navy Nimitz.

MASTERTRONIC **

The budget game supremo's stand will have a Flash Gordon theme to it. Look out for a stand with a hugh flash poster. There you will find the £2.99 Mad Games title *Flash Gordon.* M'tronic are not saying much about it other than it is a major launch, it loads in three parts, and it will be playable on their stand.

MELBOURNE HOUSE ***

Main attraction will be *Fist II* (see cover story) and *Asterix.* Show goers may even bump into Asterix the Gaul in the corridors as the famous Roman-basher has been hired by Melbourne for the show to hand out leaflets. Also on display will be the latest adventure from Leever and Jones — the zany programming duo who coded *Terrormolinos* and *Hampstead.* Their latest offering sounds a bit Terry and Arferish with the best title to a game I've heard so far this year. Wait for it — "Dodgy Geezers". Nice one boys.

MIRRORSOFT **

Robert Maxwell's games company are showing two new titles at the show. *Strike Force Harrier* is an impressive flight sim. You might just win a ride in an aerobatics plane if you chalk up the show high score on this one. *Risk 2000* is a shoot 'em up strategy game which allows you to fight the aliens in any country of the world you like.



RAINBIRD **

Telecom's up-market mob, Rainbird, will be at the show with some exciting new games. Check out *Tracker* — a futuristic new game, and *Star Glider,* a deep space shoot out with elements of flight sim thrown in. The acclaimed Rainbird utilities will also be on the stand — the Music System and the Art Studio. A video will demonstrate the C64 and Amiga versions of Adventure of the Year — *the Pawn.* Also look out for another Level 9 trilogy from Rainbird — *the Silcon Dream Trilogy.*

US GOLD *****

US Gold will be launching their most impressive Autumn catalogue ever at the show. As usual they'll have the largest of the game stands. Pride of place will be given to three full size coin-op arcade games: *Gauntlet, Xevious,* and *Breakthruh.* But the UK's largest games house are not neglecting their traditional US base as new games from Epyx, Microprose, Sydney Development, will all be on display on a continuous loop video. Gamers will be able to have a free go on the coin-ops but there are no 64's to play with. □

SHOW GUIDE

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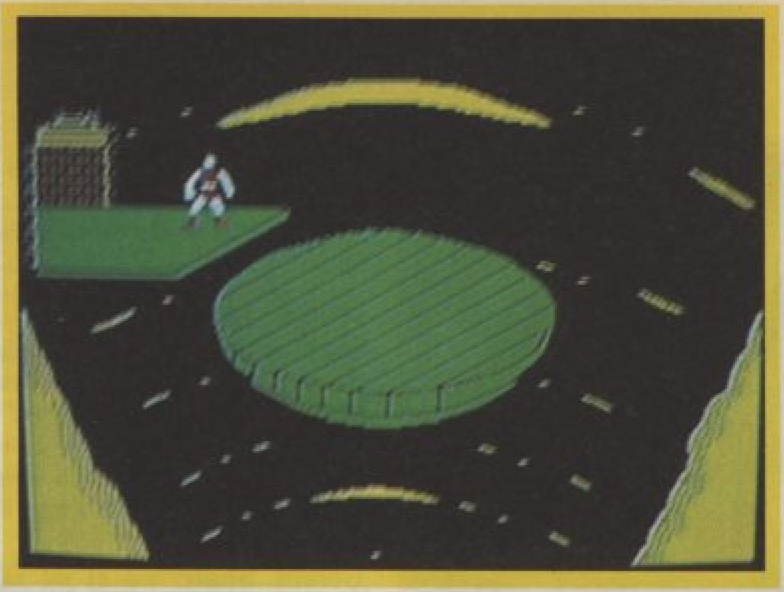
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DRAGON'S LAIR

64/128
SOFTWARE PROJECTS
Price: £9.95/cass

A revolution in arcade gaming was how some people described the original laser-disk coin op of *Dragon's Lair*. It was thoroughly unique, allowing you to make a decision and step back and watch as it was implemented. For the first time you could enter into the world of real cartoon animation. It did however have one drawback — gamers just couldn't handle standing there and watching for any length of time — especially when they had just stuck 50p into the thing as it originally cost. Is it a problem Software Projects have overcome?

In case you've been wrongly imprisoned in a foreign jail or otherwise held against your will for the last two years here's the idea. You take control of Dirk the Daring whose beloved has been abducted by a randy old dragon by the name of Singe. Can you get her back? Do you want her back? Assuming you do, you'll have to enter the Dragon's Lair to find her.

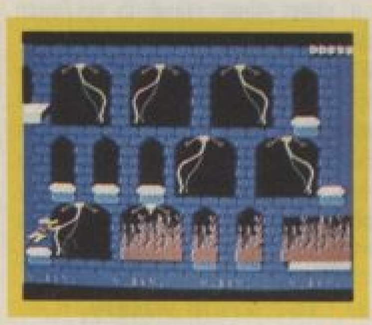
The game begins as Dirk is assembled at the entrance to the castle. He darts a quick look right and then left and heads off down a passage. The first task is just a hair's breadth away.

A disk floats up and down the castle from the top down into the depths of the dungeons. Jump on it and descend to the bottom where another ledge awaits you. Miss and you'll end up a blob spread across the castle floor beneath and your baby will be wearing black. Just one other hazard here. Air genies appear and attempt to blow you off the platform with their buzzard breath. Nasty.

Step two is where the real Dragon's Lair play gets going. In the Skull Hallway you make your way along nervously whilst nasties leap out of the shadows and try and squeeze the life out of you. Stab the fire-button and drag the stick in the right direction to make Dirk flash his blade and destroy them. After this there's a bit of rope swinging to come and several other perils including a rooftop chase and the deadly chequer board, which is really mean.

If you manage to get through these seven sections (you'll need a long holiday to do it) you're rewarded with the final confrontation with the smoke-puffing dragon. Graphically, this is the best section and probably one of the easiest since you only need to slip past old Scorch Breath to get to the sword — and claim your beloved's heart, blubber, blubber.

So is it just like the original? Well not really, the graphics are a bit of a disappointment. The cartoon detail isn't there — you can get better examples around. Particularly sad is the absence of any real expression in Dirk's face which made the arcade game such fun. The way his face widened in horror before he was plastered all over a wall was great



Second challenge, Tarzan-style ropes and raging fire.



Play hopscotch on the deadly chequer board.



Rooftop nasties, hack them with your trusty blade.



At last, old Scorch Breath himself — grab the sword and do him in.

Then there's that interminable wait every time Dirk's body reassembles after a slight mishap. That really slows things down. Then there's the lack of good sound or even speech and some really dreadful music.

These shortcomings are a shame because Dragon's Lair could have been absolutely brilliant on the 64.

The people who programmed it just took on more then they could chew.

One nice feature about the game is its unique loading technique. It actually loads the next section whilst you are playing and the first section is always in memory so that you don't have to wait to start again. Very clever — I hope it catches on.

Dragon's Lair is not a disastrous conversion by any means, there's a good game in there that's difficult to ruin. I just hate to see a good opportunity go to waste.

Ferdy Hamilton



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall



A nasty vapourises after being biffed by the trusty Golem.

DRUID

64/128
FIREBIRD
Price: £7.95/cass

Screen Star

If you've been in any arcades lately you can't help but notice the crowd of people standing around *Gauntlet*, the biggest game of '86. It was only a matter of time until a software company produced the first Gauntlet-type game for the 64 and now it has arrived.

First off the mark are Firebird with their *Druid* game which beats the officially licensed version from US Gold by a clear two months. Actually *Druid* is not quite Gauntlet — for a start it is only a two-player game whereas the Atari coin-op can cater for up to four players-all playing simultaneously. This four player novelty is what first got *Gauntlet* noticed in the arcades.

You could be playing merrily away on the machine when a complete stranger would come up to the console, insert a coin, and start battling it out with you and anyone else who happened to be playing.

Druid employs the same basic play technique as *Gauntlet* in that hordes of nasties materialise in front of you as you explore the game's huge scrolling terrain.

The storyline for *Druid* is that the land of the Druids has been taken over by various nasties. Horrid things they are in the shape of Harpies, giant beetles, ghosts and various assorted ghouls. To rid the land of this evil the Druid must destroy the Four Skulls scattered through the land's eight levels.

Each of the levels is fairly large — but not so big you need to map as you go. There are various chests scattered around the land. In these you will find quantities of the spells. Some of these you will have had when you started and some are completely new.

Selecting the right spells is the key to success in Druid. At the beginning of the game you can more or less pick what you like and it won't make much difference. But if you get further into the game, what you pick up and when becomes of much greater importance.

Spells

Fire Spell: this is your Druidonian laser. Blasts most things and kills them quicker than Electricity and Water. Worth keeping well topped up.

Electricity: is a good nastie killer, though it may take up to three direct hits to finish off some of the tougher characters.

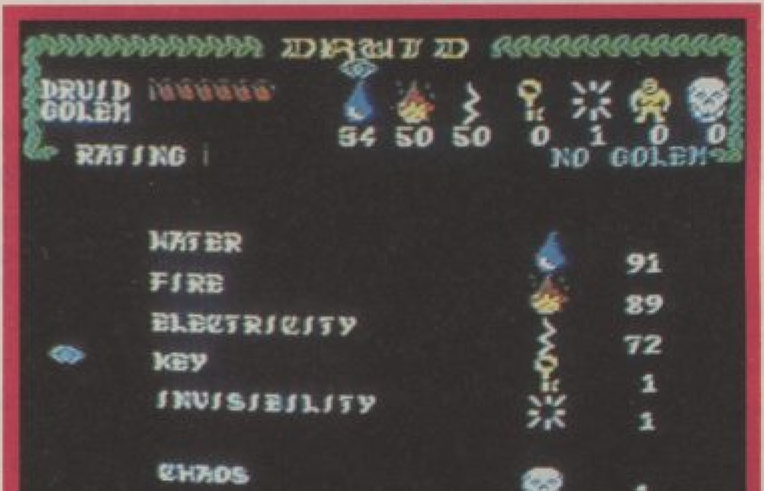
Water: useful against certain water-sensitive creatures. This is a short life spell.

Golem Spell: one of the best spells and definitely the most fun to use. This spell produces a gorilla-like character who can be made to follow you (the Druid) around the screen providing protection whilst you explore the terrain, trying keys in doors or searching chests. This is where the two-player fun begins. To get a Golem the Druid first has to find a Golem spell in a chest then stand in an open clearing and bring the Golem to life.



When I got my first Golem I nearly flipped. It was a dream come true. I was Arthur Daley with my very own Minder. You should see that Golem laying into those ghosts, effortlessly vapourising them with the slightest contact.

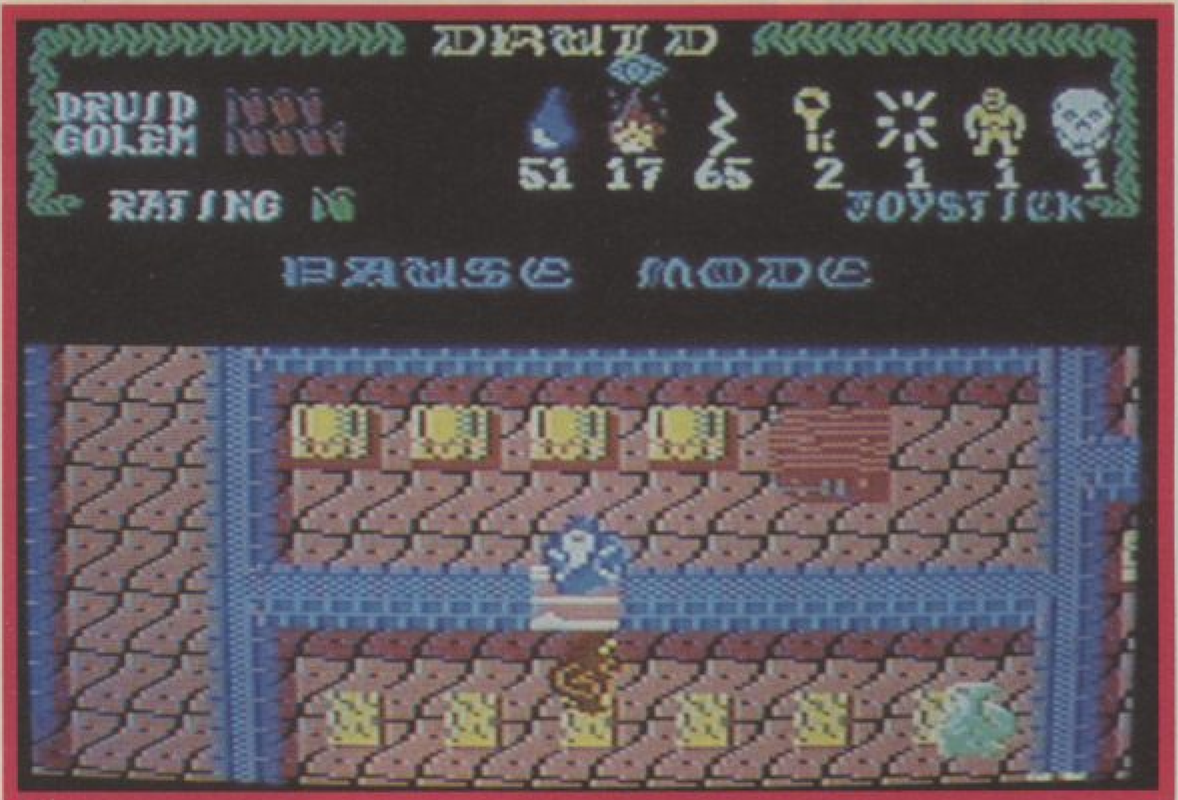
The Druid wisely selects the key from the list of contents inside the first chest.



At first the temptation is to get the Golem to kill everything in sight for the hell of it. This is not the best policy as Golems, like Druids, have limited energy and there are often large distances between energy-boosting Pentacles so you need to conserve as much energy as possible.

The Golem is a long life spell. The danger with this is that you can get used to the Golem being with you and then suddenly have him disappear. Some hard-hearted Druids I know actually kill off their Golems rather than risk being suddenly deserted and pick up a new Golem when a new spell represents itself. Personally, I don't approve of this ill treatment of Golems — it smacks of euthanasia *(Look it up. Ed)*.

The main thing about Golems is that they allow you to have great fun with a friend — taking on the nasties as a team, and planning your strategy as you go.



The Druid enters a new level whilst the Golem guards the door.

Chaos Spell: possibly a more powerful spell than the Golem. It acts a bit like a Smart Bomb in *Defender*, killing everything in sight and restoring your energy level.

The main advantage of the Chaos spell is that it allows you to get through particularly tricky parts of the terrain, like the narrow paths between the Lakes at the bottom of Level Three (see screen shots). You'll also need a Chaos spell to kill a skull should you happen to find one.

Chaos spells also have a short life, literally about twenty seconds, so they are not to be wasted. Take it from me — if you find a skull and don't have a Chaos spell on you you'd feel pretty sick about it.

Key Spell: you need these to get through doors restricting your entry to certain levels. They last a long time and are used by lining the Druid up against the door and firing away until he hits the spot.



Certain levels are reached by stairs.

The Druid boosts his energy by standing on the magic pentacle.



Invisibility Spell: pretty obvious what this one does. Lasts a fair amount of time and stops the demon servants chasing you. Be warned, it also freezes your Golem.

There are stacks of different strategies in Druid. It's going to be tough to get to that 8th level and I am sure that we will see many heated arguments in Play to Win over the next few months as to which one is the most effective.

When you die (the Druid gets only one life) you are given an Elite-style rating. I predict that pretty soon people are going to be boasting about their Druid status just like they did at the height of Elite mania.

Just so you'll know how well you're doing here are the ratings: Halfwit (I was one for a whole weekend), Apprentice, Acolyte, Seer, Lore Seeker, Spirit Master, Cleric, Potion Master, Lore Master, Priest, Illusionist, Magic Master, Conjurer, High Priest, High Druid, and Light Master.

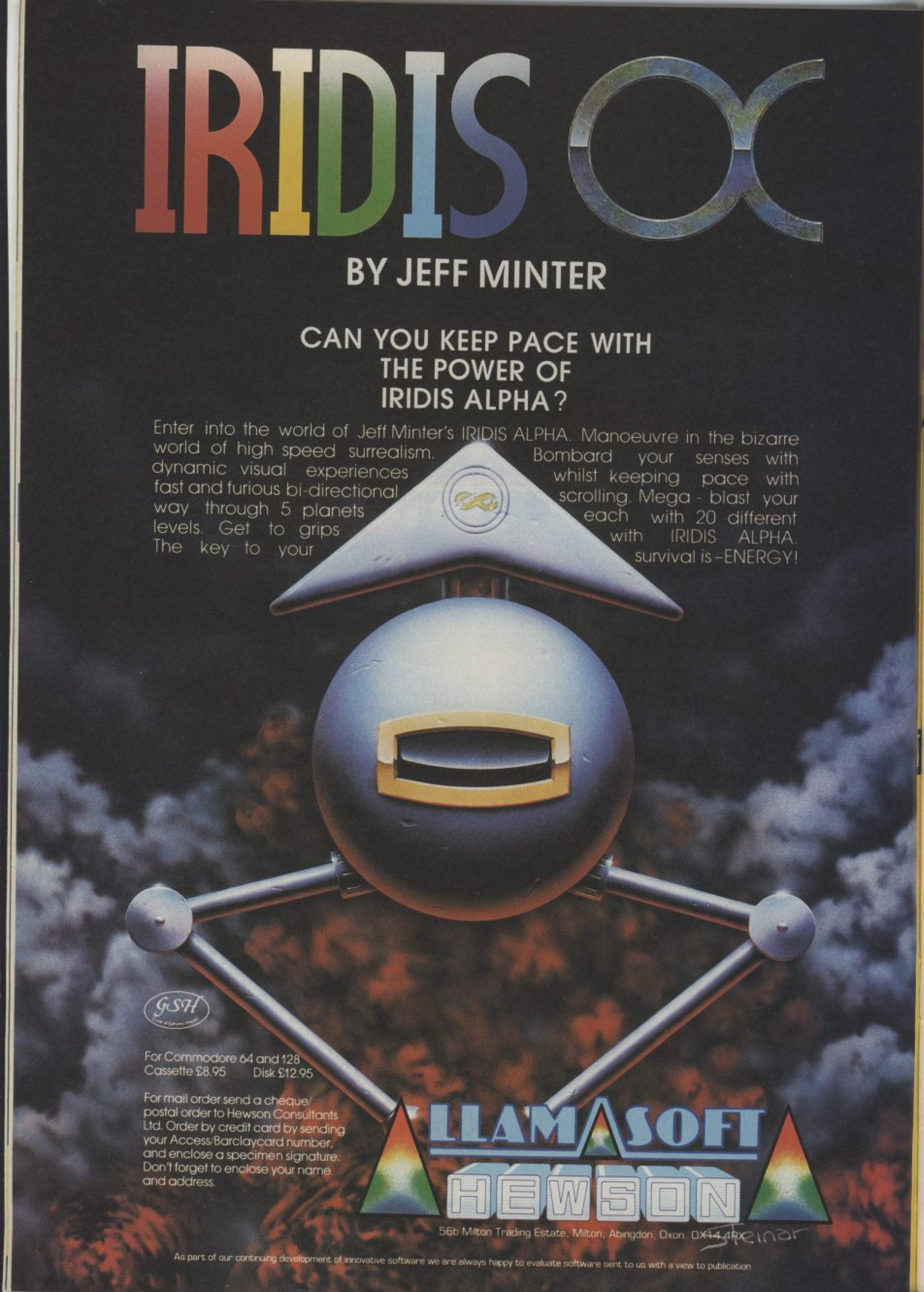
Druid will launch a whole new gaming trend. Just as Fist-type games characterised late '85 and '86, prepare for an onslaught of Druidesque games. Don't bother waiting to find out which one will be the best. Get the eight notes out, put away the suntan lotion and get the computer out again. Now buy a copy of Druid and invite a friend round. I promise you won't regret it.

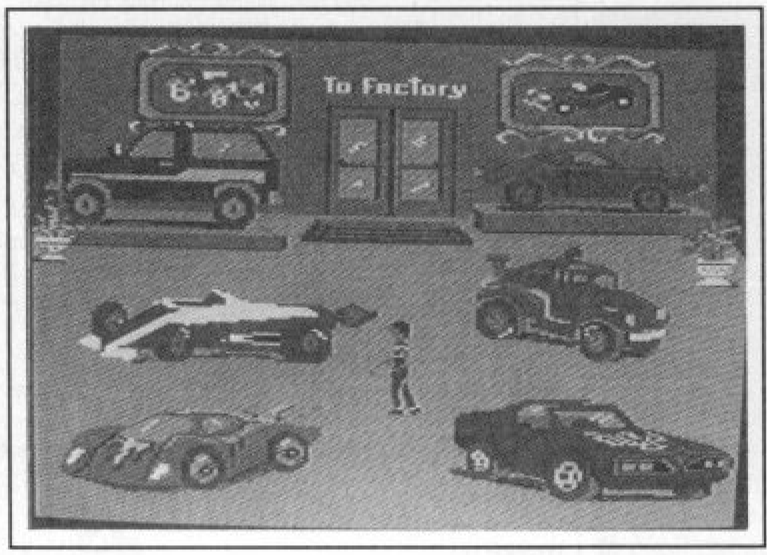
Eugene Lacey and Frank Byrne

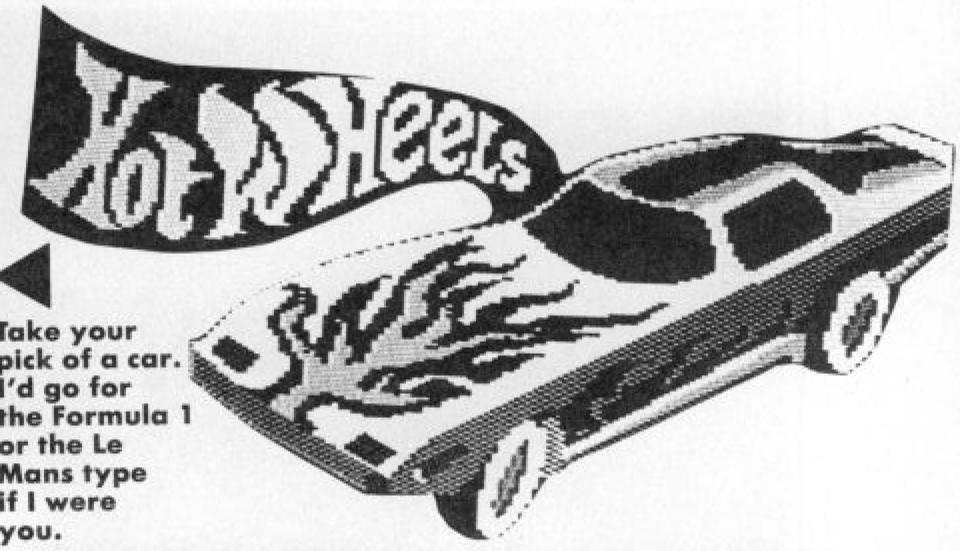


Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

9 Overall


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Take your pick of a car. I'd go for the Formula 1 or the Le Mans type if I were you.

HOT WHEELS

COMMODORE 64/128
US Gold/EPYX
Price: £9.95/cass

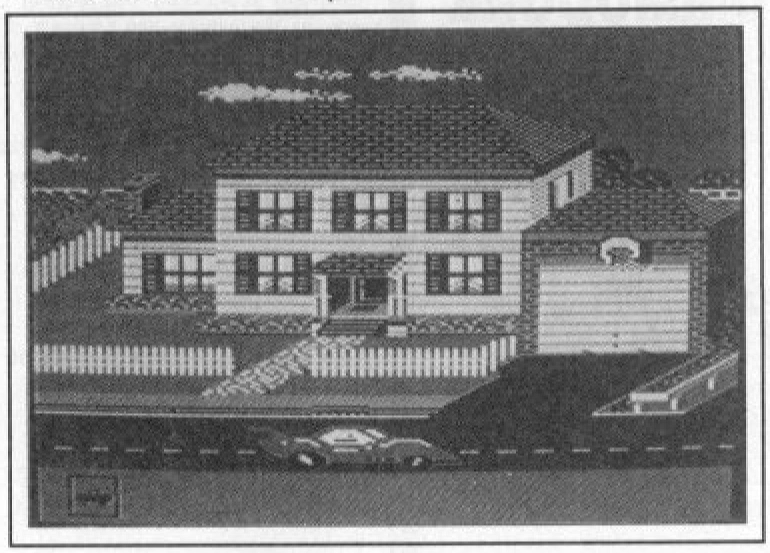
Hot Wheels, in case you haven't heard of them, are toy cars. As I recall from my nappy-clad days, they used to run on a bright yellow track that could be bent into loops, chicanes and other exciting shapes. Hot Wheels used to go like greased lightning on account of these shiny black plastic wheels they had.

Epyx got the nod from Mattel to produce computer Hot Wheels a while ago and they're pushing it again. No more wearing out the knees of your trousers crawling round the living room floor, making yourself hoarse screaming vroom at the top of your voice and breaking your old man's neck with a strategically placed car on the thirteenth stair.

Before I go any further though, I should first of all say that *Hot Wheels* is not going to appeal to anyone over the age of seven, it's like Trumpton with hot rods.

First of all, you must select a car. If you don't fancy one of the ready-to-wear jobs from the showroom, you can custom-build you own in the factory. This, as it happens is quite good fun. You must select a front, a middle and a rear end from the appropriate workshops.

Good choice. Leave it outside the house to impress the neighbours.



The parts can be wound past on a cable running the length of the factory ceiling. When you've found the bit you like, just position the steering wheel cursor over it, press fire and move it over the chassis. When the complete car is assembled you crank it through to the paintshop on the track to give it a coat of your favourite colour gloss.

Getting the car on the road was the only part I really enjoyed. After that things got a bit mundane. Basically it's just a case of driving round town playing at being grown ups. You can go to the car wash, park in the multi-storey, fill up with gas (yes it's American), change the oil, or have a tune up.

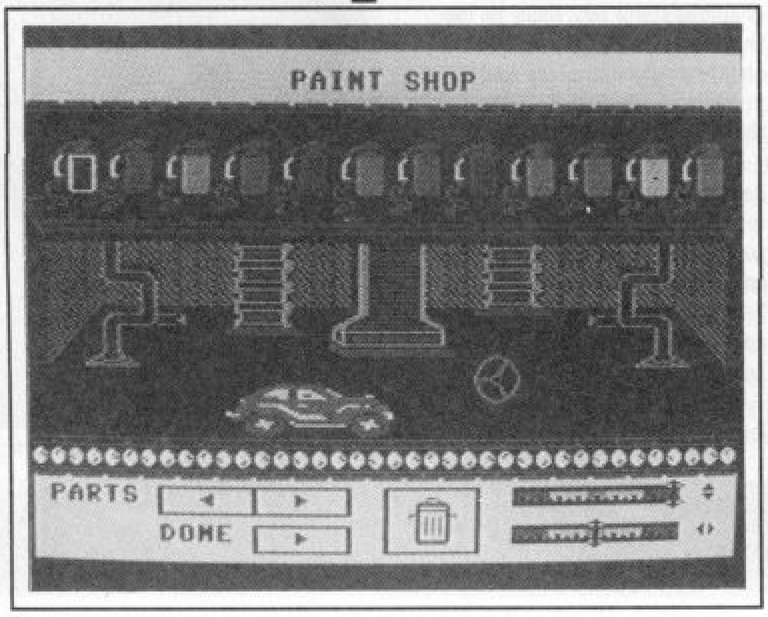
There are a couple of minor diversions. You can enter the demolition derby which is utterly feeble. Three blue blobs, and your own red one bash into each other for five minutes. That's it.

You can take the fire engine out for a spin. Conveniently enough a fire never actually starts until you are in the tender and heading for it. You must douse the blazing homestead by firing jets of water at the windows.

Lastly, you can speed around town on the expressway. Your car travels the expressway in automatic. In other words there's nothing to do but sit back and watch — thrilling. Like I said, a good buy if you're looking for something for children who want to drive around town just like mum and dad.

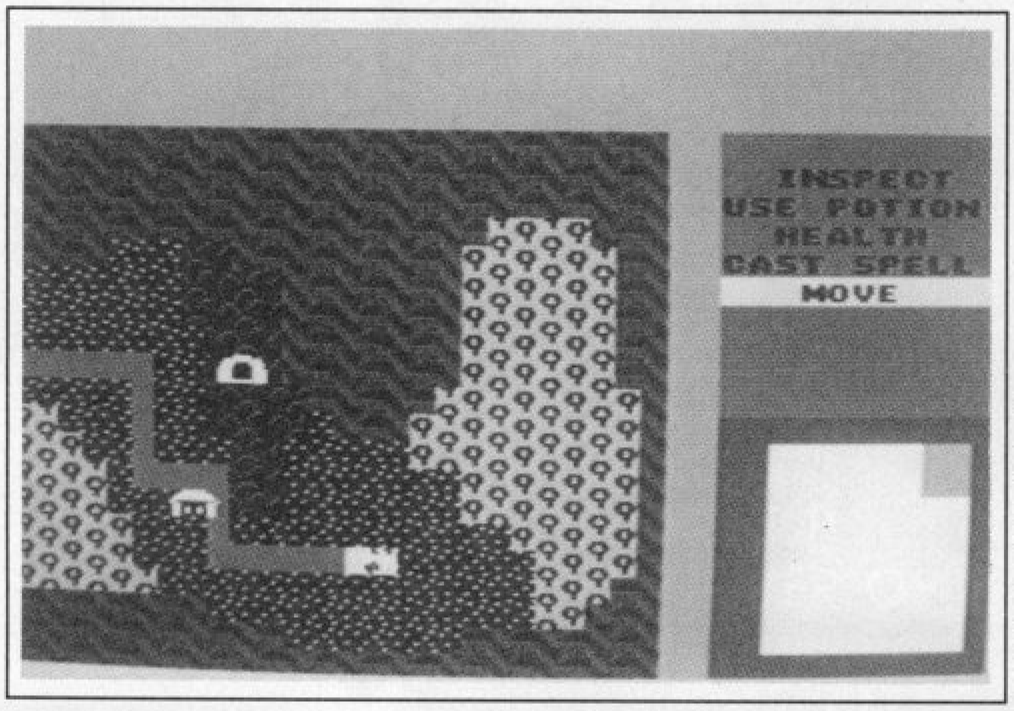
Ken McMahon

If you fancy a respray take it over to the Paint Shop, Mike's Dad will do it for a ton — no questions though!



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

5 Overall



The map of Phantasieland — move around using the cursor keys.

• PHANTASIE



COMMODORE 64/128

S.S.I.

Price: £9.95/cass

For many years S.S.I. has led the way as the number one producer of computer wargaming and there is no question that their commitment to detail is second to none. Any dedicated wargamer will tell you that a 40 page manual is a must in any S.S.I. release, along with a vast amount of historical background information.

It was only a matter of time before one day this company, so meticulous in its choice of material, would diversify and that time has come as here we have *Phantasie*, S.S.I's first foray into the troll-bashing Orc chasing world of D&D and what a really rich adventure it is.

As in all good D&D games, there is a main quest to accomplish apart from slaughtering as many monsters as you can get your sword to, and in *Phantasie* this entails finding the nine rings of Power and using them to destroy the Dark Lord and his Black Knights. Obvious shades of Tolkein's Lord of the Rings here, but in all honesty any adventure of this ilk is bound to offer a few comparisons.

You start off as a lone adventurer on the Island of Gelnor in the town of Pelnor and after hearing of your quest you set out to the Adventurers Guild to recruit a suitable party. Actually, all the locations in the town are icon selected, as are most actions in this game, making the whole operation quite simple in an otherwise complicated scenario.

At the Guild there is a selection of brave and hearty heroes waiting for you, ranging from wizards to thieves, to just plain fighters. Each possesses their own characteristics, experience and gold and it's up to you to determine their usefulness. On the other hand you can create new characters and add them to the Guilds' list although, you can only choose their name, race and profession, the rest is generated by the computer.

Once your party is assembled you can go to the armoury to purchase weapons and such like or indulge in some training (priests and wizards could learn new spells), visit the bank to draw out some of your savings, or just check on your account.

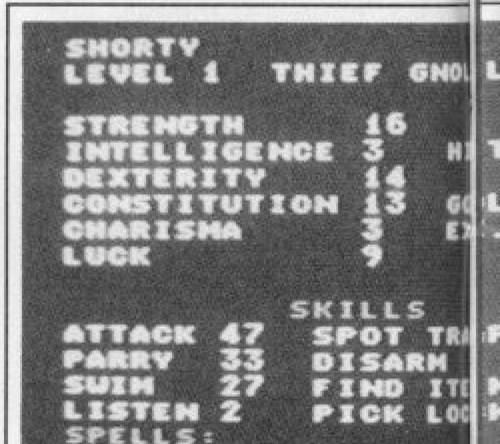
When you're set to begin your journey, just select the exit Icon and you find yourself outside the town walls on Gelnor's main road.

The map takes up about two thirds of the screen and the graphics, whilst not being of the highest quality, are certainly good enough to generate an exciting atmosphere. Once you are outside the town, you are prey for wandering monsters and this is a good way to boost your experience and capture some treasure. But at first you must be careful to keep on the road, as lurking in the forests and mountains are far more powerful adversaries than on the straight and narrow, and these are to be avoided at all costs until you are more adept at fighting.

There are a number of dungeons to be discovered and if you elect to delve into these the screen changes to a blank and only reveals the rooms and corridors as you progress through them. A realistic touch that.

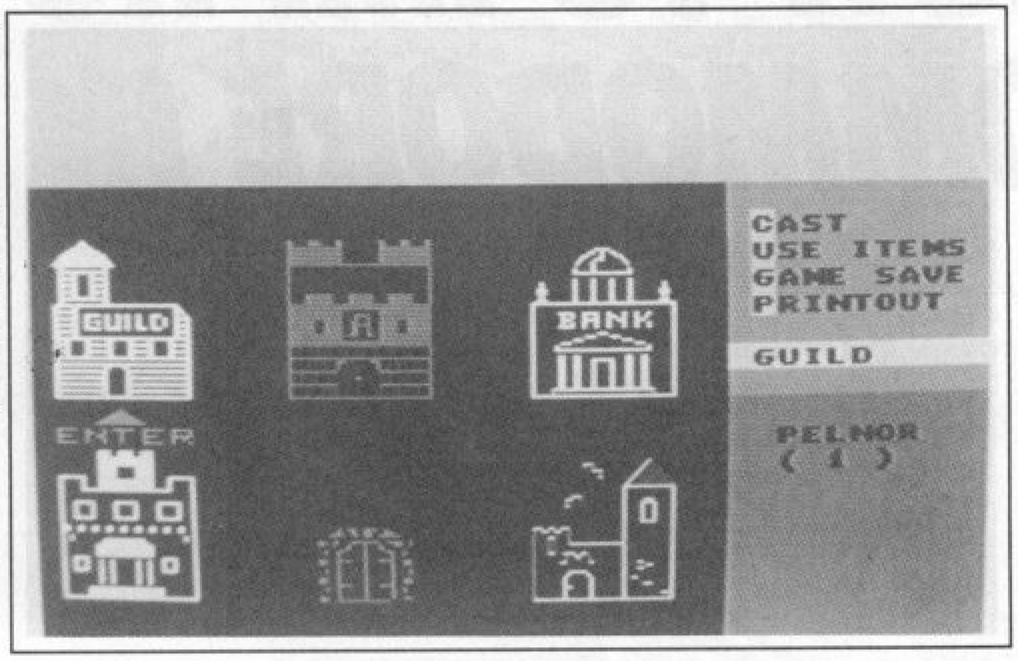


A typical combat scene, your band of men is depicted at the bottom of the screen.

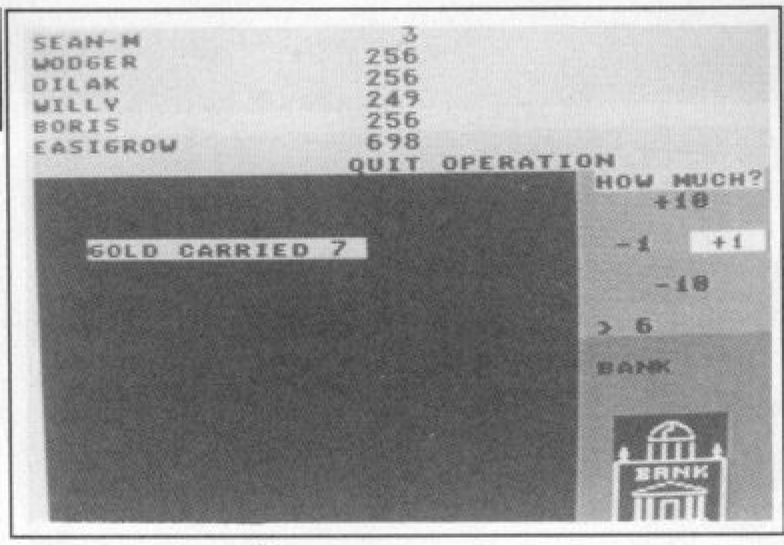


A full rundown on Shorty's strengths and skills.





Enter the Guild and start choosing your companions.



Boris is making a withdrawal at the Bank.

The big difference with 'Phantasie' is that although it is mainly a graphic adventure, there is a fair amount of text to be found in room descriptions and the reading of scrolls and such like, giving the player a definite sense of exploration, of being there, essential in any role-playing scenario.

During encounters with the various n'er do wells, the screen display changes and the map is replaced with graphic representations of the said beasts. I've had a few scrapes with such notables as ants, orcs, killer bees and a very nasty Black Knight, which did no favours to my hit points whatsoever. If it wasn't for the fact that I begged forgiveness and gave him all our gold, he would have finished us off in not time at all, instead of just letting us go on our way a lot poorer but at least alive.

Fighting is done in the usual D&D style of turns of action. You decide from a menu which moves to make for each member of your party whether it be a thrust with a sword or a magic spell, hit points dutifully fall and once your points reach zero — you're nothing more than history.

The longer you play, the more affinity you gain with your party and the more you suss out just who is a good fighter and who is just plain cowardly. Members can be changed at other towns where new Guilds can often provide a powerful ally and after a good rest at an inn — who knows, your hit points or magic might just increase!

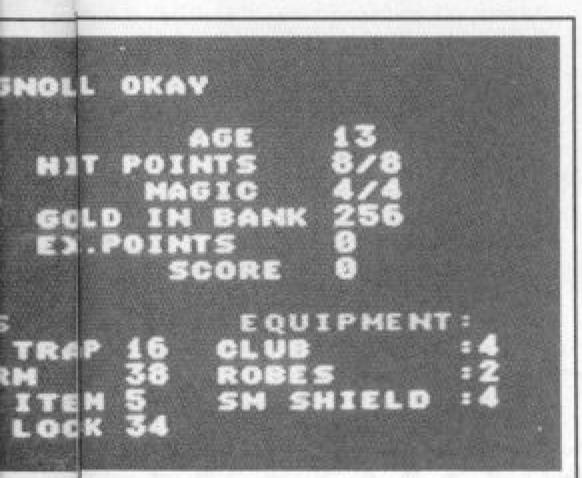
As with all S.S.I. products there is a wonderful colour manual (only 30 pages though) which is very readable and tries to simplify proceedings as much as possible. A big plus for the experienced adventurer, as there are many spells to learn and countless potions and scrolls to collect.

Full marks to S.S.I. for coming up trumps with a game which is a departure from their usual subjects, but just as entertaining. Comparisons will be made to the Ultima Series but I have no doubt that *Phantasie* is a far better offering. A highly recommended program from a very reputable company.

Andy Moss







	Rating (out of 10)
Graphics	6
Sound	4
Toughness	8
Endurance	8
Value	8

8 Overall

MIAMI VICE

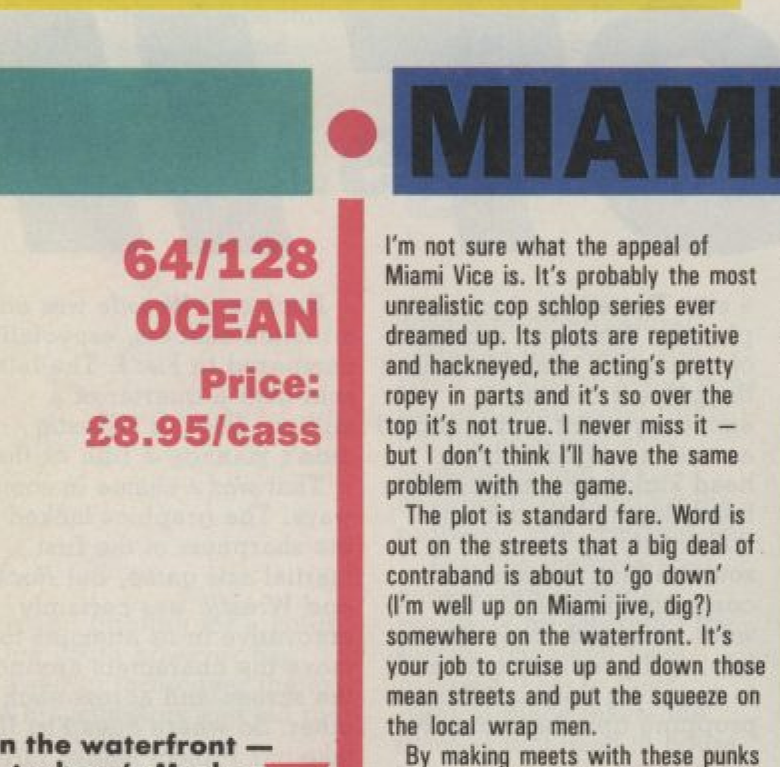
64/128
OCEAN
Price: £8.95/cass

I'm not sure what the appeal of Miami Vice is. It's probably the most unrealistic cop schlop series ever dreamed up. Its plots are repetitive and hackneyed, the acting's pretty ropey in parts and it's so over the top it's not true. I never miss it — but I don't think I'll have the same problem with the game.

The plot is standard fare. Word is out on the streets that a big deal of contraband is about to 'go down' (I'm well up on Miami jive, dig?) somewhere on the waterfront. It's your job to cruise up and down those mean streets and put the squeeze on the local wrap men.

By making meets with these punks you can start to gather information

On the waterfront — but where's Marlon Brando?



and evidence to help you crack the case. You'll find these guys in the various bars that are dotted around the streets. You have a number of possible schedules which you can use



Back at the City Hall. This is where you end up every time you crash.

to track them down.

So far so good. You begin the game in Crockett's Ferrari and start cruising the streets. All of a sudden you'll find out there's a small problem. Controlling the car is flaming impossible.

First of all you'll be driving on the right. Fair enough, very realistic, I've just come back from France and I'm still in one piece. Thank god I didn't decide to go to Miami instead. The drivers are maniacs. As you drive along at a sedate pace, they'll just ride straight into you from behind. Go too quick and you'll slap into a wall or another car at a junction.

Inside a bar or hotel you'll be confronted by some nice graphics whilst Crockett or Tubbs paces around, hands outstretched, gripping a magnum. Any evidence or gear can be picked up by walking over it.

The screen is divided up into windows. Most space is devoted to the graphic representation of the action, but beneath a clock ticks away, a display informs you what mode you're in (fire, drive, search) or whether a car that passes you contains a suspect or evidence. I've come to believe though, that this car, which is supposed to be a flashing red one is mythical. I've never seen it. On the right-hand side at the bottom two windows display the detectives, status and your ratings.

The major problem is the controls which are really fiddley. The response to movement is very dodgy so you'll find yourself over and understeering wildly. Added to that, the programmer seemed to have this idea that if you get very close to another object and turn away from it you still hit it. Thus you're likely to find yourself crashing quite a lot, which makes it nigh on impossible if you have to get around town to certain locations at given times.

Once you do find somewhere worth checking out, you stop the car and manoeuvre one of the two detectives into the building. Be quick otherwise one of those Miami crazies will run clean up your backside and you'll be back at the City Hall.

After not a few hours on Miami Vice I haven't made much progress. Now maybe I'm just a lousy cop but I don't think so. I get the impression a good game lurks in there



Inside a bar which one can't remember because they're all a bit samey.

somewhere but it's been smothered by some dodgy controls. It's the old problem about substituting niggly controls for tough gameplay. Everything else is fine. Great graphics typically classy tune, good plot. It's just a pain to play. I'll persevere 'cos I want those punks off the street, but I'd think twice and ask yourself if you feel as dedicated.

Mike Pattenden

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall

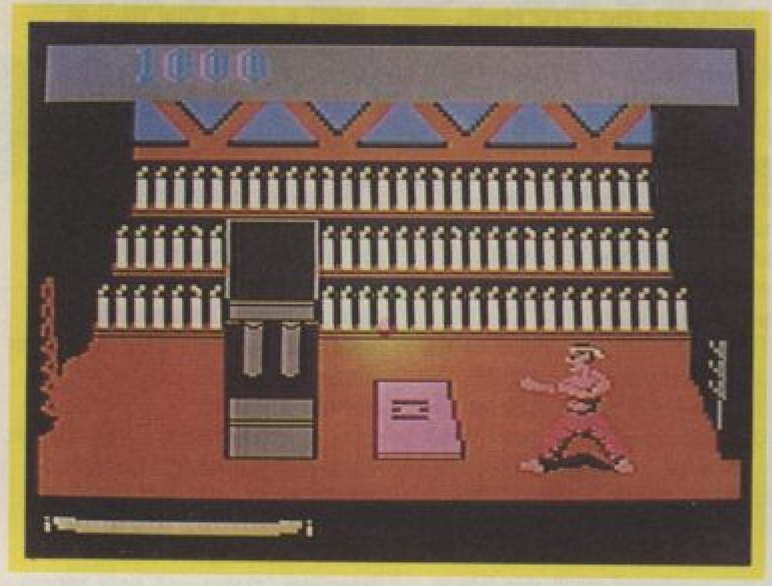
Melbourne House cleaned up last year with possibly the biggest game ever, *Way of the Exploding Fist*. The game was praised everywhere, sold in vast quantities and picked up awards like a Spielberg film. They're set to return to the fray with the sequel, but have we had enough of martial arts games? Mike Pattenden got on a plane to Melbourne *(don't lie — Ed)* all right Mike went to Melbourne House for a sneak preview of the big one, because the magazine wouldn't pay for my flight *(that's enough, I've told you once — Ed)*.

FIST II

Never break a successful formula, that's the first rule of showbiz. Hollywood has been creaming profits from sequels since it began. How many Friday the 13ths, Halloweens or Death Wishes can you think of? Same plot, same actors, different setting. And what should be latest in the line of follow-ups but the Karate Kid?

Karate Kid II demonstrates that our fascination and capacity to be entertained by the mysteries of the martial arts is not yet exhausted, a point reinforced by the racks of karate films in the video shops. Anyone who can beat up armed hoodlums, right wrongs and move through solid objects all with the aid of their fists and feet is well 'ard!

So what could be more likely, or welcome, than the return of one of the home computer market's best ever games? No cliched titles for Melbourne either, no hint at a tongue in cheek Son of Fist or The Fist Rides Again, this is serious. Ladies and Gentlemen, back by popular demand, Fist II: The Legend Continues.

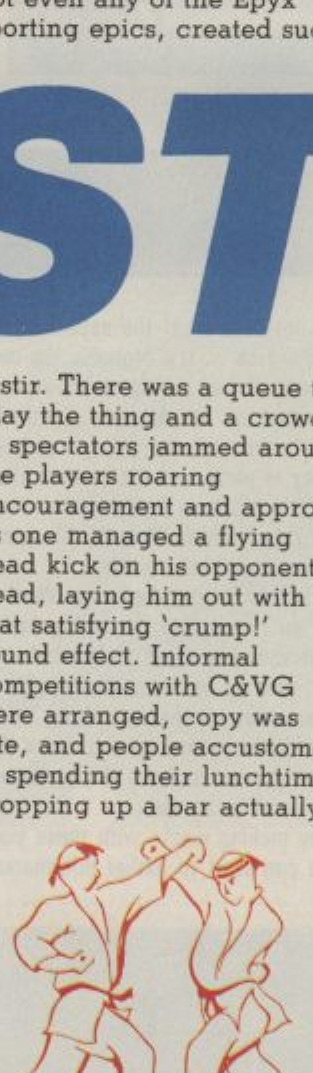


Inside the temple. On the ground you'll note that one of the trigrams has been found. But what's that in the corner — a video jukebox?

I remember when the first copy of the original arrived in the office. No other game, not even any of the Epyx sporting epics, created such a stir. There was a queue to play the thing and a crowd of spectators jammed around the players roaring encouragement and approval as one managed a flying head kick on his opponent's head, laying him out with that satisfying 'crump!' sound effect. Informal competitions with C&VG were arranged, copy was late, and people accustomed to spending their lunchtimes propping up a bar actually gave up their lunch hours to grapple with the joystick.



We told you there was a sequel on the way a while back. And now it's here. The game is the work of the team responsible for *Rock and Wrestle*. As soon as they'd finished the grappling game they threw themselves straight into Fist II. *(ha ha — Ed)*.

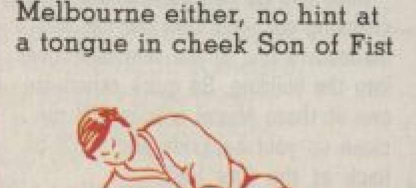


Rock and Wrestle was only a limited success, especially compared to Fist I. The latter sold over a quarter of a million. *Rock 'n' Wrestle* didn't manage a fifth of that.

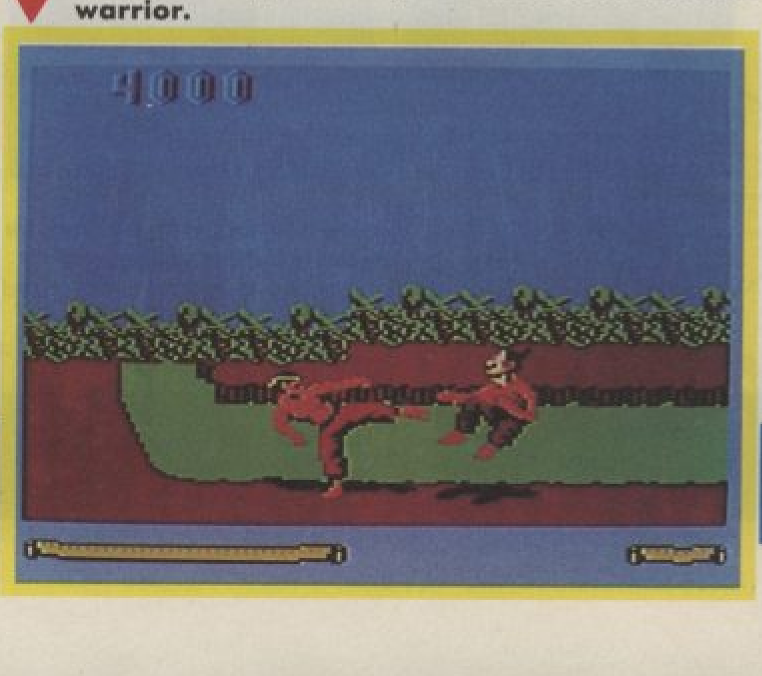
That was a shame in some ways. The graphics lacked the sharpness of the first martial arts game, but *Rock and Wrestle* was certainly innovative in its attempts to move the characters around the screen and across each other. So where does Fist II take us? Project leader Greg Barnett:

"While everyone was following the trend of martial arts games I was striving to move into a second generation game and introduce complex combat and playability to what is really an intricate graphic quest".

Yes, you read that right



One of the opponents you'll meet is the masked warrior.



The Legend continues

first time. They've gone and turned your beloved Fist into an arcade adventure. But don't get disheartened too early. This promises to be a cut above the usual type of dodge, fight and collect aadvark. The Fist II team have crammed in all those surplus ideas from the first game and the coding progress they made with *Rock and Wrestle* (not to mention a few routines they couldn't squeeze into that game as well.)

Fist II: The Legend Continues, is a hundred screen quest for an evil warlord. The story goes that this evil warlord enslaved the Warriors of the Fist centuries after they used to stand



around fighting for a laugh. One youth however has vowed to rediscover the art of his ancestors and rid the land of evil.

To do this he must search the countryside for a number of scrolls containing the secrets of the fighting skills. You, as the ambitious youth, have to seek them out, build up your skills and knowledge until you are ready to track down the Warlord in his fortress and destroy him.

You begin then, making your way through a land covered with dank swamps, dark forests, mountains and underground caves. It is a hostile environment populated by malevolent ninjas, soldiers and warriors.

Fighting it out in the petrified forest.



There's fifteen different opponents, though they're mainly of four main types. Their skills and weaponry changes as you proceed through the levels.

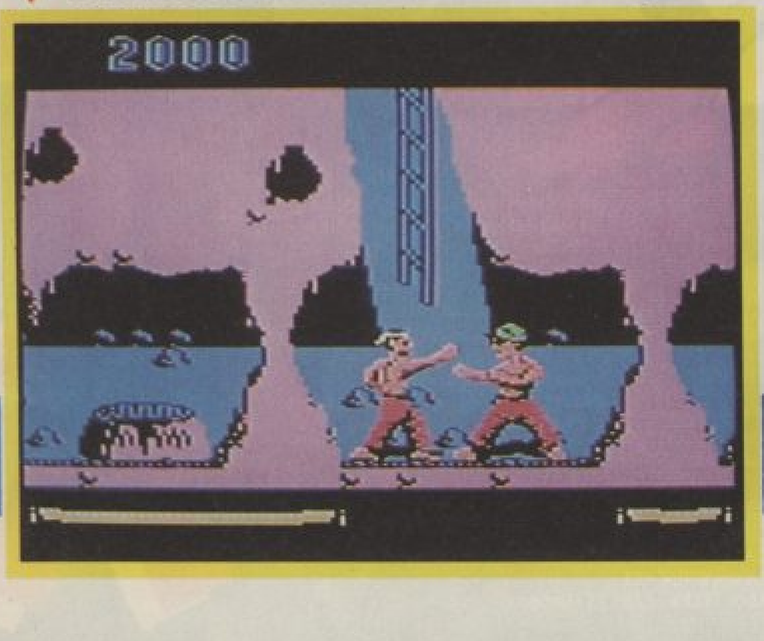
Look out too for the panthers and cobras and dozens of other natural obstacles that await you. You'll be able to avoid some, you can even avoid fights but the only way your experience and skills improve is by tackling the problems that confront you.

You also improve your energy and strength regularly by returning the scrolls, once you have restored them to their rightful place inside the temples that used to house them. Each temple contains entrances to unexplored areas allowing you to continue your quest.

In fact these scrolls aren't ordinary bits of rolled paper, but ancient trigrams, sort of broken triangles, rumoured to contain mythical properties. There are eight scattered around, and each one gives you an extra capability. Thus a fire trigram will give you the ability to light your way in darkness — useful in the underground caverns. Finding the force trigram will enable you to find the power to knock down heavy objects like doors.



In some of the underground caverns you'll find it difficult to manoeuvre. Somersaulting is out.



Finally, if you do everything right you'll have acquired all the skills necessary to turn you into a true Fist Master. You're now ready to face the evil warlord himself in his volcanic fortress.

In keeping with the progress in programming the team made with *Rock and Wrestle* you'll have some twenty-one different fighting moves to unleash on the opponents that confront you. And this time when you deck someone they're not likely to stay politely prostrate like in Fist I. They'll be up and at you again. Fist II is all about endurance.

Melbourne House and the Fist team are at pains to pount out this isn't just another fighting game like the original with a few added locations. It's going to require strategy, rather than constant reflex movements. You'll have to think and map your way about. As Nigel Spencer, programming member of the team put his role, "The thing I found most fascinating and appealing about Fist II was being able to develop a structure so that Fist II became more than just an arcade game." And Greg Barnett agrees, "This is the first of a new breed of computer game."

If you're a traditionalist, *Fist II: The Legend Continues* will carry a straight one-on-one arcade beat 'em up on the second side. But I don't think you'll be playing that too much till you solve the main game, so I suggest you dig out *Way of* and start polishing up your moves. This is the big one.

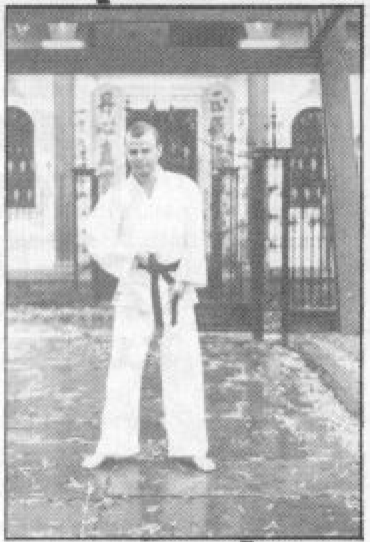


A fist-full of prizes



You've seen Karate Kid II, read the Fist II preview and now you're in the mood to get stuck in. Well suppose you wanted to start doing the real thing? We're offering you the chance to win a gui. That's one of those pairs of white pyjamas you see people like Jeff Thompson and Bryan Jacks wearing as they throw people around. The people of Giko have kindly obliged to give us one. Added to that we'll pay for an introductory session at your local martial arts club.

If all that's not enough we're giving away a Sony Watchman to the winner as well. That's the little flat screen portable TV in case you're a bit behind the times technologically.



Fist graphic designer, Greg Holland, models the latest in gui style.

So how do you get your mitts on all this gear?

First of all we want you to locate the six shurikens (flying stars) we've hidden around the magazine. Just tell us what pages they're on.

For the tie-breaker we want you to imagine we've just had a phone call from Stephen Spielberg. He's been signed up to produce and direct a film based on **Fist II: The Legend Continues**. What we want you to tell us is who should play the starring role as the young warrior, and why?



Name ....

Address ....

....

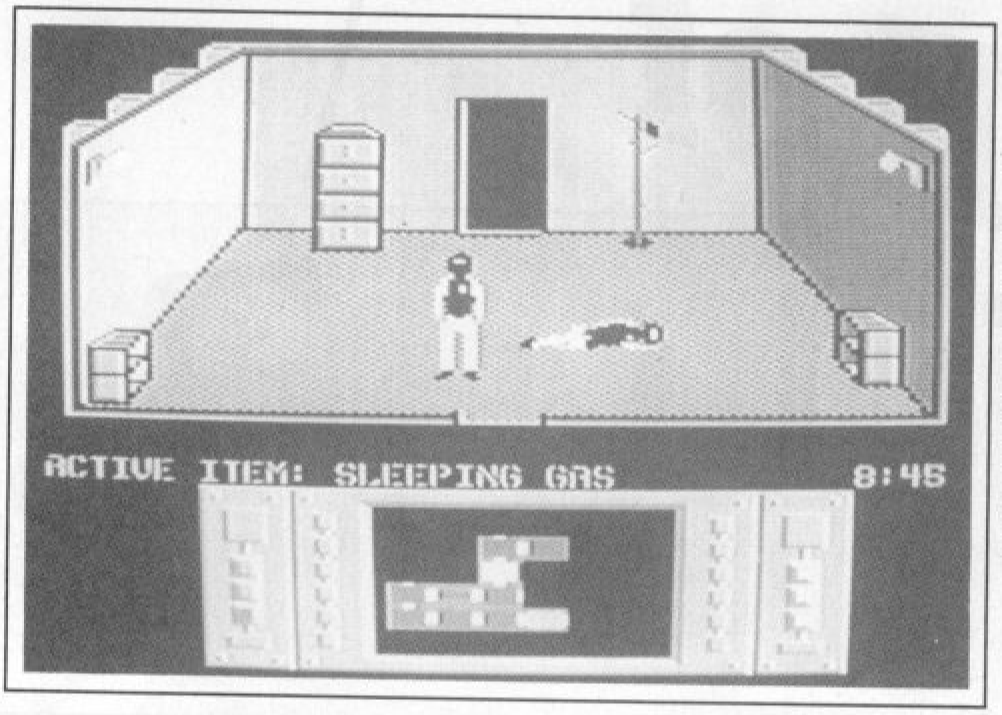
The stars can be found on pages ....

I think .... could play the Fist Kid because ....

....

.... (thirty words maximum)

All entries must reach us by September 15th. Entries to: Fist II Comp, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.



Johnny uses the sleeping gas on a prisoner in the Mad Leader's base. Note the complex being mapped for you in the information panel below.

INFILTRATOR

64/128
US GOLD

Price:
£9.95/cass
£14.95/disk

Some games get a lot of hype. Some live up to it and some don't. *Infiltrator* certainly got its fair share of hype and, to be honest, CU was not behind the door in getting excited about this one — with a colour spread preview in last month's issue.

So does 18 year old Chris Gray's mega game deliver? Well I must say at the outset the game was not helped by the instructions and scene setting — a whole load of drivel designed to endear you to the game's hero — Captain Johnny "Jimbo-Baby" McGibbits.

You are expected to swallow that this guy is an "Ace helicopter pilot, ballistics expert, neurosurgeon, rock star, motorcycle racer, and a devil-may-care-all around good guy with a nifty haircut". I already hated him even before the disk loaded.

It became worse when I read that even his mother Mary 'Mom Baby' McGibbits says he was a beautiful baby and the Queen says he is cute. "Cute" — I mean, I ask you. What a cheek. As if Her Royalness is going to use a wimpy American slang word like cute.

But what really got me about all this blurb was that it was not separated from the instructions. You had to endure all this bull to find out what you were supposed to be doing. And in *Infiltrator* that ain't easy.

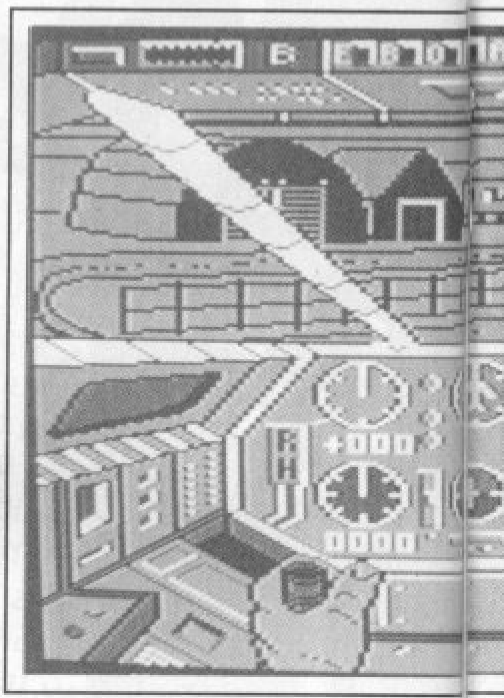
Furthermore none of Johnny's other skills are actually used in the game. He doesn't, for example, cut any records or dash off to Washington on important business, or Hollywood to decide whether Meryl Streep or Jessica Lang gets to play alongside him in his next film.

What he does attempt to do is to stop the Mad Leader destroying the world. To do this he needs to complete three missions — each loading separately off the disk version of the game that we tested.

You must fly to the 'Mad Leader's base in your chopper or, as the instructions call it, the Whizzbang Enterprises Gizmo DHX-1 Attack Chopper — or Snuffmaster for short. I have to admit it is pretty advanced with Cannon Guns, Heat Seeking Missiles, Anti Radar Chaff, Flight Computer and sophisticated communications systems and boosters, Artificial Horizon, Automatic Direction Finder, and various warning lights.

One of the first things you must do is set your ADF. You find this by going to the Tactical Map. You're now set to fly to the outer perimeter of the Mad Leader's base.

His planes will buzz you as you approach, requesting your ID on your communications screen. If they twig that you are the Infiltrator it's time to reach for the missiles for a fight. If they do finish you off they like to rub it in with some nice friendly little message like "Die you Capitalist Scum".



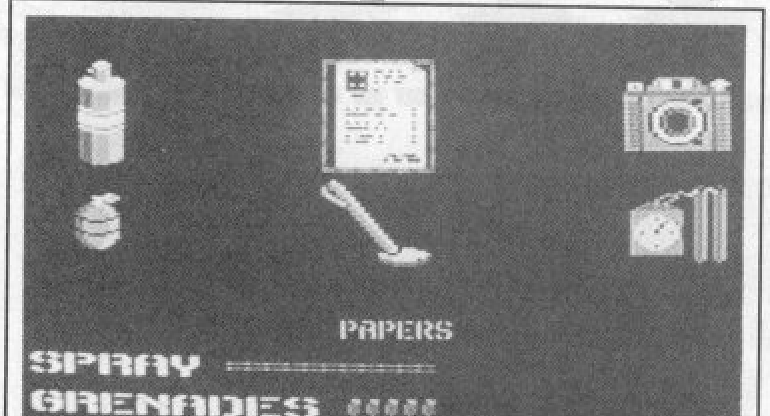
Johnny's hands on the joystick at foot of screen move left and right as the chopper banks.

This part of the game is a bit like a flight sim and may appear a little repetitious to those not accustomed to this type of game. You see, you have to go through the set sequence of button pushing every time you take off and fly — there's no point in wandering around to see what you can see and blast what you can blast. You've got to use the controls — all of them — just like a flight sim.

The graphics are, without doubt, brilliant. But I still had an overriding impression of repetition and tedium. This was not helped by the 50 second delay between crashing the Snuffmaster and being able to take off again. Things improve when you get to the enemy base. You can start to use the various items you have picked off an inventory screen. Like the stun bombs to get past the guards, the mine detector, papers for ID, explosives and camera.

On your first raid on the base you have to photograph the enemy plans and fly safely back to the base. You will then be given your next Mission

Inventory screen showing six items that may come in useful.



Briefing, a small matter of flying back to the Mad Leader's base which this time is protected by even more 'Overlord' jets. Your instructions are to destroy the Interballistic Missile Control Centre and tracking station.

Just as in your search for the plans you need to search the various rooms of the centre, watching out for the guards and various booby traps. Once the missiles have been disabled you need to find a captured scientist and fly him back through fierce 'Overlord' attacks to the safety of Jimbo's country residence base.

The final mission is simply stated: go in and destroy the Mad Leader's base. But don't expect to come face to face with the great evil one. The game's creator, Chris Gray, told CU that he is saving this face-to-face showdown for the sequel.

So that's the scenario and I have already told you that the graphics are excellent — so how does it fail?

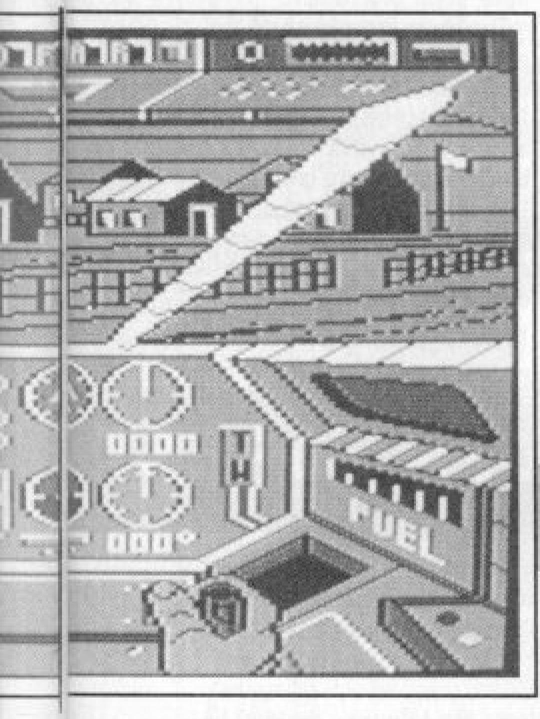
To my mind, the chopper flight part of the game falls between two stools — it is neither a flight sim nor a shoot 'em up. True, the graphics are awe-inspiring, far superior to the graphics in the rest of the game, but the chopper section is plain dull to play. What you really want to do is have a right good dog-fight with the 'Overlord' choppers and jets — but the game doesn't let you.

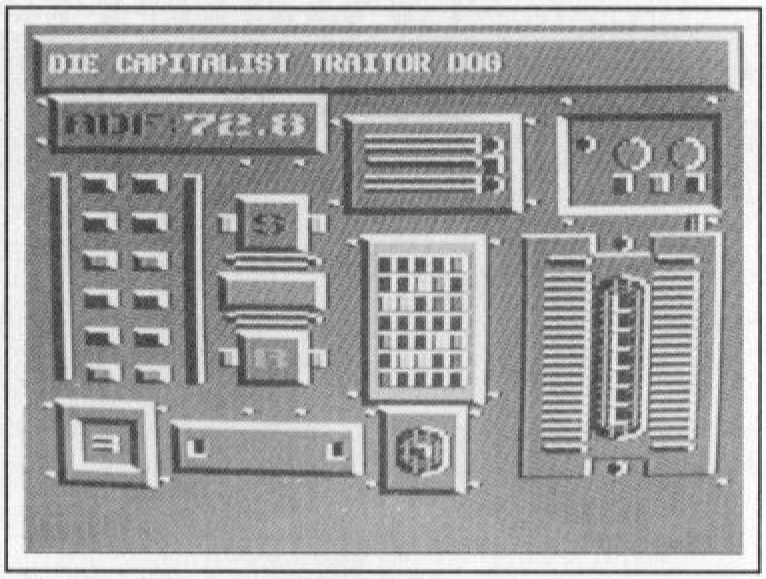
In it's bid to be sim-like with its many sophisticated controls, it substitutes simulation for shoot 'em up. I for one would have preferred to see Mister smart-arse McGibbits go out there and shoot the hell out of the Mad Leader's squadrons.

The room-search part of the game is nothing to write home about having been used in dozens of *Impossible Mission* clones in the last couple of years. The graphics are not quite so impressive in this part of the game either, though I did very much like the inventory screen with the various tools for Johnny to choose from.

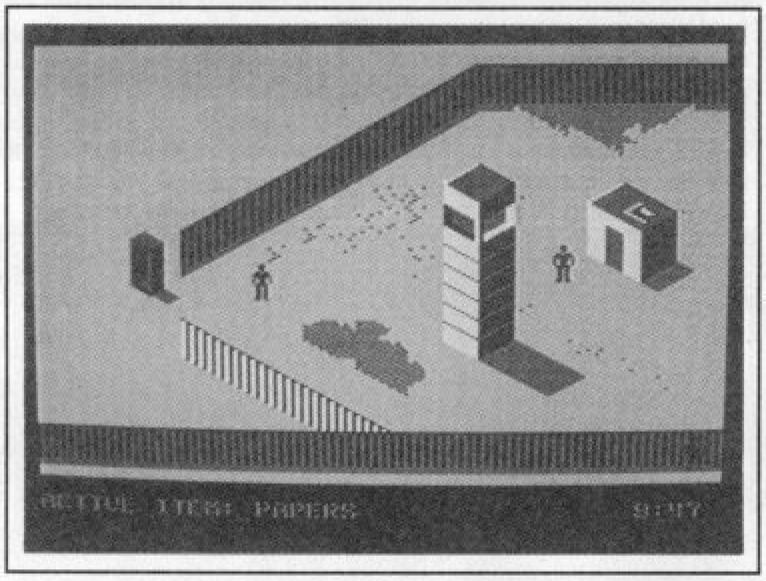
Infiltrator has all the hallmarks of a real quality piece of software. Excellent attention to detail, some brilliant graphics, and good sound effects but somehow despite all this, the parts just don't hang together. I just couldn't get to like it and the scenario was pure garbage.

Eugene Lacey and Frank Byrne



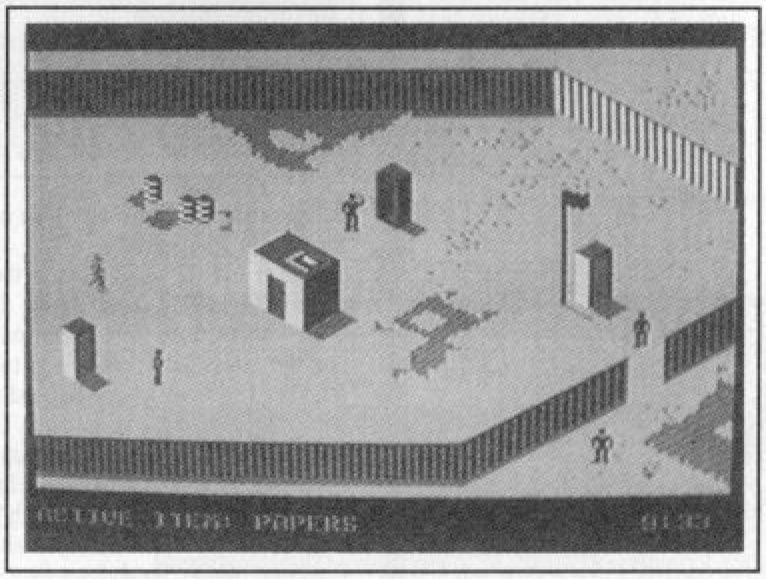


Nice friendly message from one of the Mad Leader's pilots as Johnny is blitzed by enemy flak.



Observation towers on the outer perimeter fences.

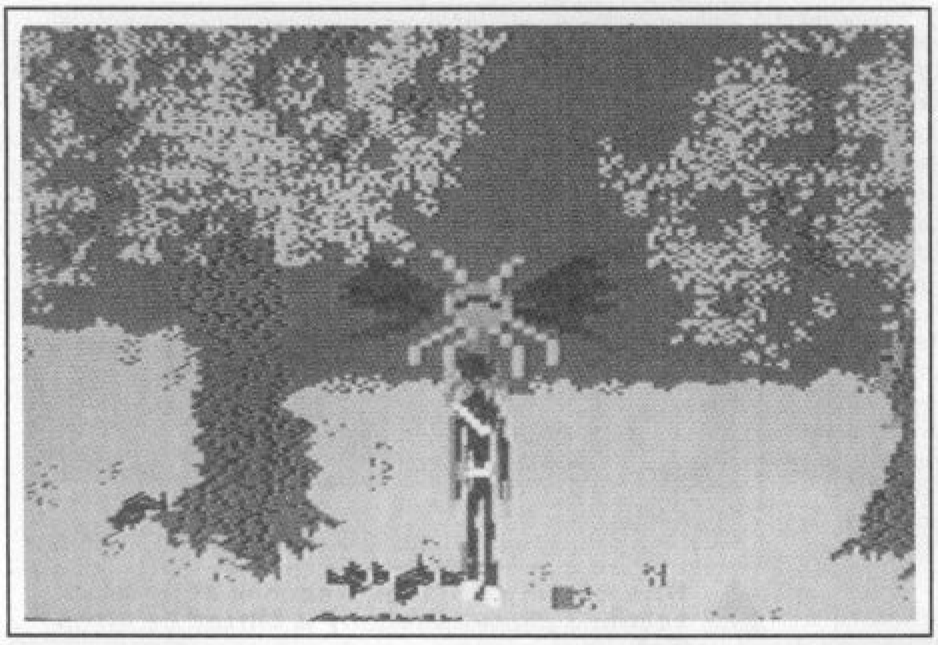
The false papers will come in handy here to get past the guards.



The super fast Snuffmaster waits for Johnny to return to make good his escape.



Graphics	9
Sound	8
Toughness	7
Endurance	4
Value	4
Overall	**5**



◀ **Dragonfly descends and chews your head off — blood everywhere.**



on the run and firing arrows into its back. If you're daft enough to let it catch you, it stings you to death — blood everywhere.

The dragonfly is a different matter. That buzzes around all over the place and is particularly difficult to kill. If you're not careful it descends from above and chews off your head — more blood everywhere.

The worm appears out of the ground at random locations gnashing its huge pincer mouth. It takes about five or six arrows to finish it off, but a hit is most satisfying as the worm bleeds too. If you're good you can take the top of its head off with a well aimed shot, but if it appears underneath you — lots of your blood everywhere.

It's a similar story with the others,

● BEYOND THE FORBIDDEN FOREST

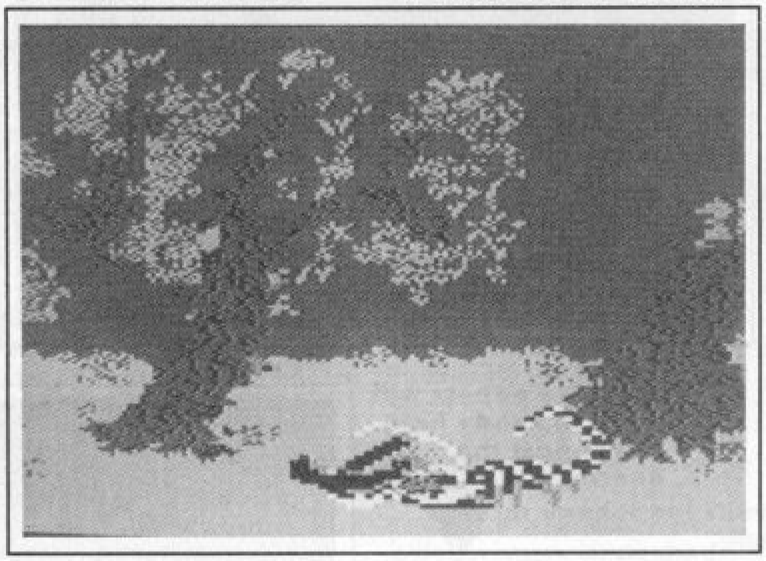
COMMODORE 64/128
US GOLD
Price: £9.95/cass

Beyond The Forbidden Forest is the sequel to a game called The Forbidden Forest which I never saw or heard of, so we won't go into that. The game took absolutely ages to load from the disk, but the wait for the impressive intro screen was well worth it. To the eerie sound of thunder and torrential rain the Forbidden Forest logo flashes up on the screen like lightning.

Eerie is not the word. This is the spookiest game I've ever played. The church organ music sets the mood and the forest itself looks none too friendly. The trees are all twisted and gnarled, but this is nothing compared with what's coming up.

You are the hero archer (You'll have to use your imagination, the blurb on this preview version was unreadable). For some reason, no doubt a very good one, you have been dumped in the middle of this creepy forest to have all manner of hideous creatures try and kill you.

The creatures are the most terrifying specimens I have seen in any game. They creep up and pounce on you with a ferocity that, quite frankly, is disturbing. In most other games when you are killed something beeps, or says 'you are dead', or your little spaceship explodes.



◀ **Scorpion pins you down and stings you to death — more blood.**

Not for Forbidden Forest these pathetic euphemisms, you are exposed to the full horrors off being eaten alive. To the sound of psycho-like screaming music your blood is sprayed around the screen as the beast's teeth rip into your flesh.

I was eaten by no less than five different types of creature. The least threatening was the scorpion which, it has to be said was pretty stupid. The scorpion just chases after you and it's simply a matter of turning either finish them off with your wooden weapon or prepare to die yourself. If you do manage to kill a beastie, you are presented with a golden arrow by something that looks like a working model of an atom. Golden arrows are pretty useful because they give you powers of rejuvenation.

I get the feeling there is more to Forbidden Forest than I saw. Perhaps some second stage that can be attempted after collecting so many golden arrows. Mind you I managed to collect twelve (which took me half the night — the screen went black and the stars came out) and there were no signs of anything new to come.

The graphics are very well done. The forest is drawn in that chunky block graphic impressionist style and is truly 3D. You can walk in and out of the landscape, in front of and behind trees, and the landscape scrolls in perspective, i.e. objects further away move more slowly than those near by.

Beyond The Forbidden Forest is an enjoyable and horrific game.

Ken McMahon



	Scale	Rating
Graphics	1 2 3 4 5 6 7 8 9 10	5
Sound	1 2 3 4 5 6 7 8 9 10	8
Toughness	1 2 3 4 5 6 7 8 9 10	7
Endurance	1 2 3 4 5 6 7 8 9 10	7
Value	1 2 3 4 5 6 7 8 9 10	7

7
Overall

COMMODORE 64 CHART

NEW	Leaderboard	US Gold
2	Ghosts and Goblins	Elite
3	Green Beret	Imagine
NEW	Knight Games	English
5	Thrust	Firebird
NEW	Ninja Master	Firebird
NEW	Speed King	Mastertronic
8	Silent Service	Microprose/US Gold
NEW	Tau Ceti	CRL
NEW	Solo Flight II	Microprose
11	Bump Set Spike	Mastertronic
12	Way of the Tiger	Gremlin Graphics
NEW	Video Poker	Mastertronic
14	Kik Start	Mastertronic
15	International Karate	System 3
16	Formula One Simulator	Mastertronic
NEW	Touchdown	Ariolasoft
NEW	Raging Beast	Firebird
19	Slamball	Americana
NEW	Summer Games	Epyx/US Gold

CHART CHAT

Leaderboard makes the number one spot as the golf season gets into full swing.

Other main movers are *Knight Games* straight in at number four in the charts. The mediaeval beat 'em up is obviously proving a great relief from those karate games.

Talking of Karate games the appallingly bad *Ninja Master* manages to zoom in at number 6. Come on you gamers – you must have been mad to buy that.

C16 owners are showing a lot better taste in our opinion by putting the excellent *Fingers Malone* into the number one spot.

Over on the general chart *Ghosts and Goblins* holds on to number one but watch out for *Jack the Nipper* – coming soon on the 64.

Destined for chart stardom next month are *Infiltrator, Miami Vice, Split Personalities, Parallax* and *Dragon's Lair.*

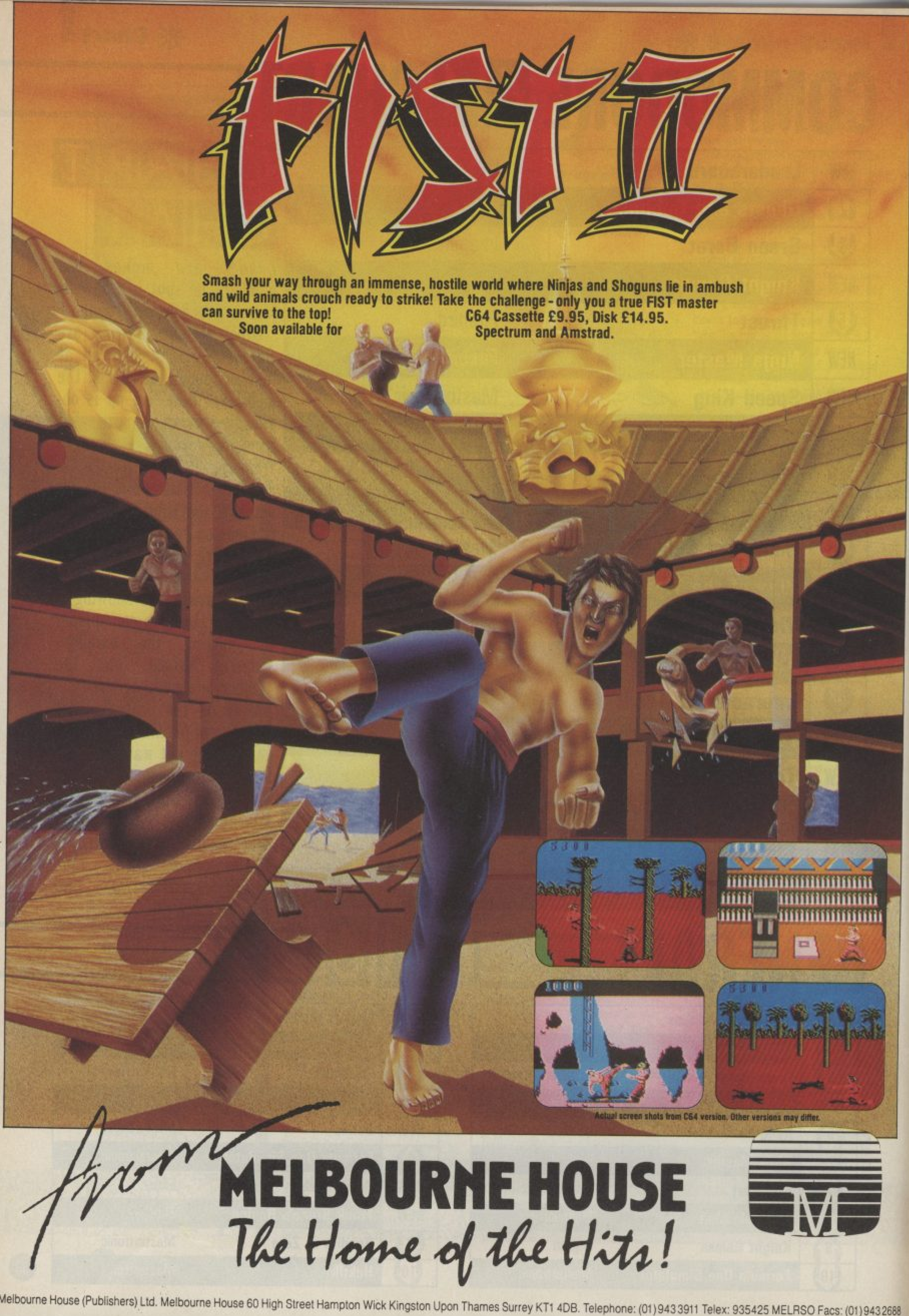
GENERAL

1	Ghosts and Goblins	Elite
2	Leaderboard	US Gold
3	Green Beret	Imagine
NEW	Jack the Nipper	Gremlin Graphics
5	Kung Fu Master	US Gold
NEW	Ninja Master	Firebird
7	Kik Start	Mastertronic
8	Molecule Man	Mastertronic
9	Knight Games	English
10	Formula One Simulator	Mastertronic

C16

GALLUP

1	Fingers Malone	Mastertronic
2	Street Olympics	Mastertronic
3	Kik Start	Mastertronic
NEW	Booty	Firebird
NEW	Oblido	Mastertronic
6	Formula One Simulator	Mastertronic
NEW	Bomb Jack	Elite
NEW	Frank Bruno's Boxing	Elite
9	Bandits at Zero	Mastertronic
10	Hektik	Mastertronic


FIST II
Smash your way through an immense, hostile world where Ninjas and Shoguns lie in ambush and wild animals crouch ready to strike! Take the challenge - only you a true FIST master can survive to the top!
C64 Cassette £9.95, Disk £14.95.
Soon available for Spectrum and Amstrad.
Actual screen shots from C64 version. Other versions may differ.
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Melbourne House (Publishers) Ltd. Melbourne House 60 High Street Hampton Wick Kingston Upon Thames Surrey KT1 4DB. Telephone: (01) 943 3911 Telex: 935425 MELRSO Facs: (01) 943 2688

Screen Star

SPLIT PERSONALITIES

COMMODORE 64/128
DOMARK
Price: £8.95/cass



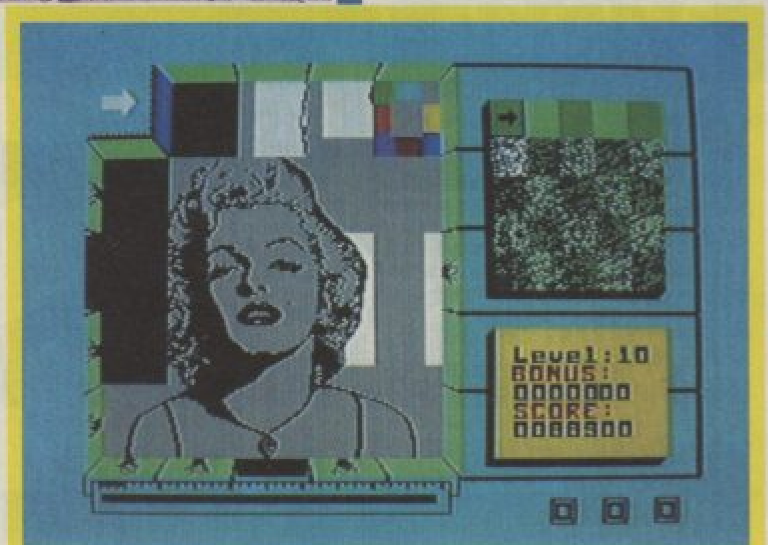
The Royal couple snapped exclusively by Commodore User in fashionable Farringdon.



I'm completely hooked on Split Personalities. I don't mean midly addicted. I mean one hundred per cent, absolutely, can't put the damn thing down.

It's not doing me any good, I know that. After all, I'm a busy Editor, I've got a magazine to get out, game reviewers to chase up, and deadlines to meet.

The game derives its super-addictiveness from an ancient game design first used by puzzle makers in pre-64 days — pre-computer days for that matter.



Marilyn in pixels — every bit as alluring.

The games in question are those little trays of plastic tiles with pictures or letters printed on them. The idea is that you have to slide the tiles around to complete the picture or word.

If you've ever played one of these games you will know that there is no way you're going to put that thing down until you have no matter how long it t:

Split Personalities takes idea and adds random pie electronic no-go areas, great sound effects and bright colours.

It also adds a time limit — with that now familiar bar chart creeping



Your chance to re-arrange the Prime Minister's face.

relentlessly towards zero — as you race to get the last few pieces in place. When your time has almost ran out a bleeper starts to sound — and that's when the real panic begins.

The faces are a mixed bag of politicians, film stars, and the ubiquitous royals — though no royal sprogs, so at least we have to be grateful for that.

You start off with Ronald Reagan followed (as always) by Prime Minister Thatcher, then Neil 'carrot top' Kinnock.

When I had assembled the features of the Leader of the Opposition I was dreading David Owen or, worse still, David Steele.

Thankfully the game changes its theme in favour of computer people at this stage in the game, with Sir Clive Sinclair next up followed by chubby Alan Sugar of Amstrad fame.

The really interesting faces come right at the end as a reward for your perseverance. There's Charles and Di who get bested by Fergie and Andy, Humphrey Bogart and finally, the sexiest blonde ever to walk in stilletos — Marilyn Monroe.

I haven't made Marilyn yet, sorry, assembled her, I'm still stuck on Fergie and Andy. I'll get there though, I'll get there.

What makes the game more difficult are all the random pieces that do various things that are not properly explained in the instructions.

The bombs are pretty obvious — if you don't sling them straight out the trap door they will explode taking one of your lives with you.

Each of the characters has his or her own assortment of special items that can earn bonus points. Mrs Thatcher, for example, has Dennis and a tray of drinks. If you use the cursor to sling the drinks at Dennis you earn a bonus point. The same happens if you sling one of Ronnie's American flags against the Russian flags. Diamonds will double any bonus currently on screen, and taps will destroy bombs.

There are bags of other possibilities and part of the fun of the game lies in working them out. There are also a few red herrings in there that have no value whatsoever.

I found Split Personalities totally refreshing. It's different, the faces and various objects have been satirically chosen to raise a giggle or two and, most importantly of all, it's totally addictive. Nice one Domark.

Eugene Lacey

Graphics	8
Sound	8
Toughness	7
Endurance	6
Value	7
Overall	**8**

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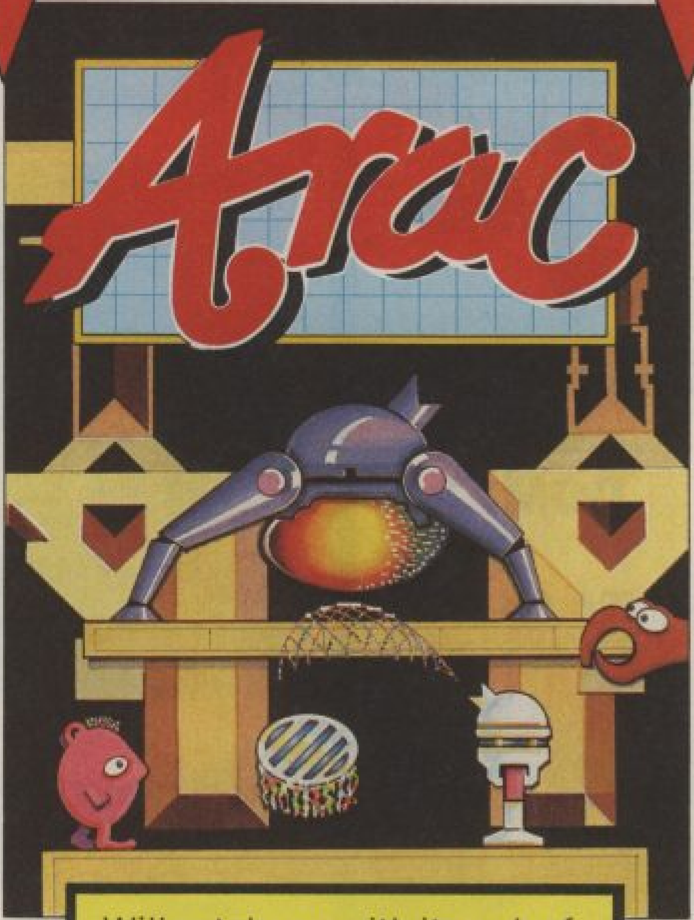
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Zzap 64! July 1986

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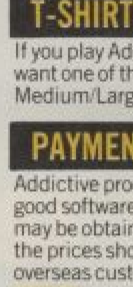
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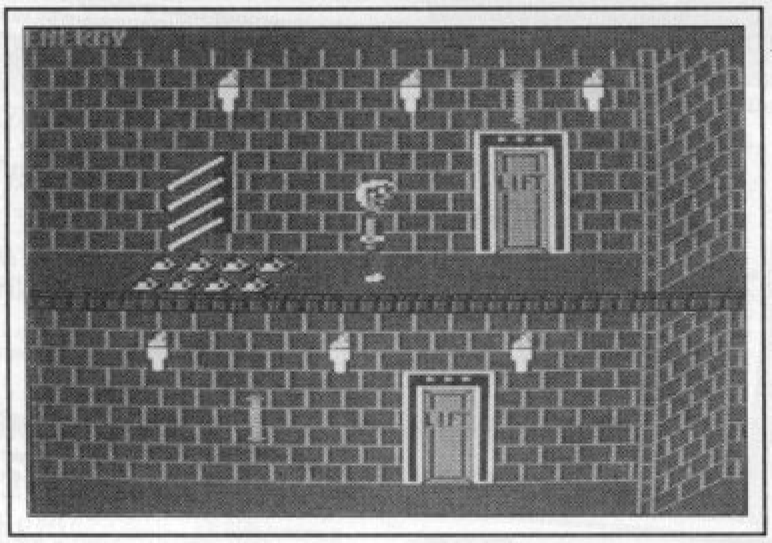
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FREAK FACTORY

64/128
FIREBIRD
Price:
£1.99/cass

My first reaction was 'Oh no, not another cheapo platform game!', but this was soon to be proved hasty. The plot is rather hackneyed though, an evil professor is mass-producing menacing monsters that are in turn terrorising the galaxy. Your task is to enter the maze of underground passages and laboratories and destroy the five machines.

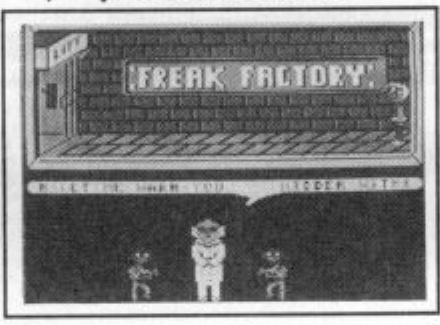
Your character looks suspiciously like Lofty from Eastenders, complete with a permanent sloppy grin and heavy specs, but proves surprisingly agile. After descending in the lift, you have to make your way along passages cunningly booby-trapped, collecting energy bars. You'll need all of these as the various traps will sap your strength while you work out how to overcome them.

The labs proved to be a bit of a disappointment though, your character shrinks to miniscule proportions while he scraps with the machine attendants and dodges the nasties. I didn't manage to work out how to destroy the machines, but after dodging steam jets to drop through holes in the floors you are ejected into the passage again!

The devious devices cunningly contrived by the mad professor take many forms. The first one you meet is a row of faces set into the passage wall, with flashing eyes. If you are caught within 'sight' of the eyes while they are shining, death is not far off! Other obstacles such as electrified bars have to be jumped over, crawled under or sneaked past.

Your character is well animated and the quality of the graphics in the passages is excellent. The labs, on the other hand, were dull in comparison, with no clear objective.

Start here — the entrance to the factory is well protected by the prof's monsters.



A suitably forbidding tune greets you at the start of each game.

Not really my kind of game although there's not much I can complain about, but at under two quid you can't go far wrong!

Fred Reid

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall

DROIDS

64/128
ANGLOSOFT
Price:
£7.95/cass

The plot goes something like this. An unmanned space-going warship has malfunctioned and is threatening to destroy Venus (so, what the heck?). Your mission (should you choose to accept it), is to board the ship (the Arachnid) and shut down each of the fourteen decks thus disabling it so that repairs can be carried out.

Before you can shut down a deck, you must clear that deck of the droids that roam around taking pot-shots at you. It takes four or five good hits to knock out a droid. At any point you can access a computer terminal to establish your position within the ship, and recharge your energy supply.

Once a deck is droidless, you must enter the correct five bit code (either noughts or ones). You can make as many attempts as you like (each attempt uses valuable energy), but after five unsuccessful tries, the code is reset. To help you guess the correct code, after each try you're told how many bits are correctly set.

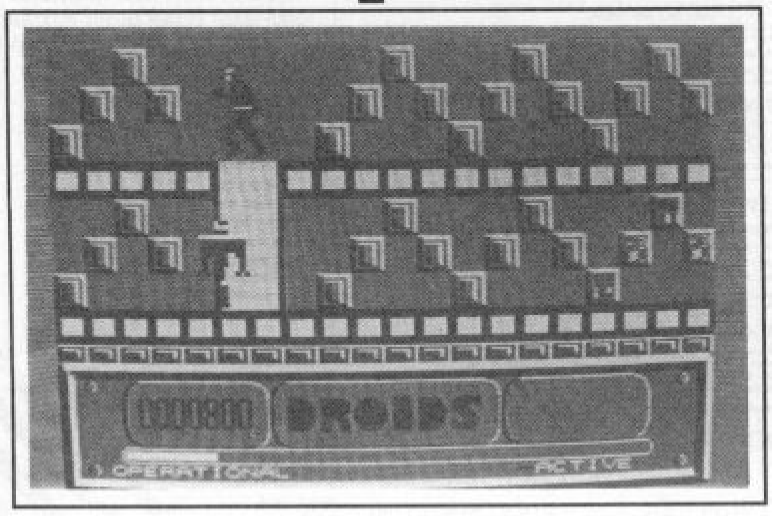
Replenishing your energy reserves represents a similar problem. Each deck has a store of six energy packs, but to get them you will need to drop them down through a series of rotating screens. A small misjudgement will result in the loss of that energy pack, and you only get six per deck (a six-pack?)

The screen shows part of one level, split into upper and lower parts, escalators provide access to both areas. The blue lifts will take you up or down to other levels, and the teleports will zap you through to another deck (handy when you're in a tight spot). To access one of the many computer terminals, you just turn to face it, and a menu of icons replaces your view of the deck.

The action can be fast and furious or cool and calculated, the choice is yours! No music here, just the continual drone of the ship's life support system and the occasional laser crack.

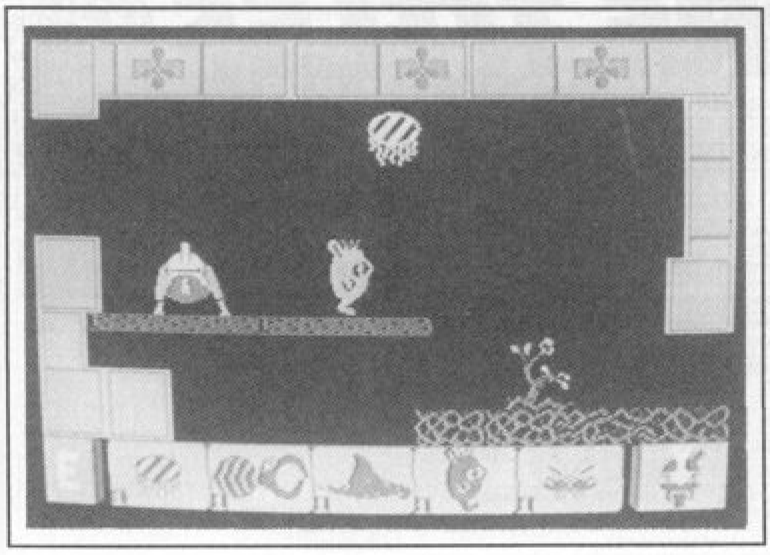
Don't let that put you off though, Droids is a highly playable game with plenty of mental challenges as well as arcade action.

Fred Reid



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall



And there are the harmless flapping Rays and the peculiar, pink and industrious Rock Hoppers. Most of these creatures Arac can ensnare with his net, removing them to a cage from whence they can be summoned as the need arises.

Arachnidroid must return to Arac form before netting any creatures.

The forest holds one other surprise, The Fist, a massive clenched hand of stone. Getting The Fist to release its secret is essential if Arac is to complete his mission.

Once Arac has discovered both power globe is always in the same place, and if you're lucky enough to find the legs en route then it's possible to assemble Arachnidroid in under four minutes.

Your initial foray into the citadel is best done in Arachnidroid mode, as Arac doesn't stand a snowball's against the swift-moving robots which instantly home in on intruders. Arachnidroid borrows energy from Arac, but consumes it fast, especially when upside down, and it must constantly revert to Arac if the borrowed energy is not to be lost.

What with the robots' plasma bullets, which drain energy too, and impassable electro-magnets, Arac's life inside the citadel tends to be

•ARAC•

64/128
ADDICTIVE GAMES
Price: £9.95/cass

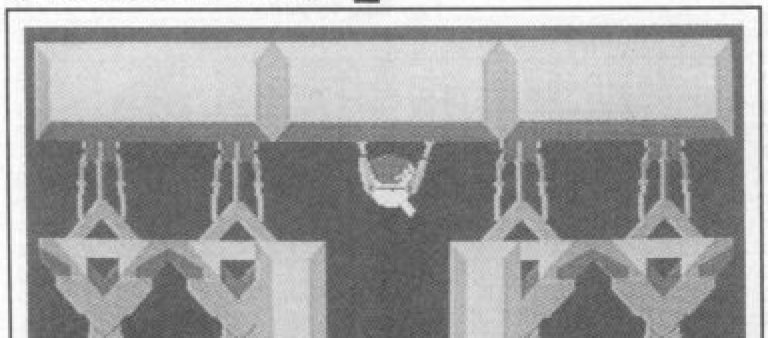
Arac is a droid. Humble, one-legged, armed with only a net-firing nozzle. Arac is also a droid with a mission, to infiltrate the citadel, fend off the robot guards, and deactivate the reactors before meltdown. He's got 30 minutes to do it.

Droids, robots, citadels, reactors ... Yep, the plot scores absolutely zilch for originality. Never mind. The graphics and gameplay more than make up for it. Arac is a winner.

Obviously mere nets aren't going to much impress the robot guards and their plasma bullets, so Arac is going to need some help. Off he slides into the maze of overgrown paths and walkways which skirt the citadel, in search of the two telescopic legs and the glowing red power globe which, when combined, transform the simple Arac into ... the hyper-mobile and deadly Arachnidroid.

The undergrowth teems with life-forms: Big Borers lunge from rock faces, pincer-jaws clacking; buzzing Stingers constantly manoeuvre for attack; Malevolent Men of War drift lazily, tentacles dangling to give a sudden, energy-sapping whiplash.

Arachnidroid is highly mobile and can hang like a bat.

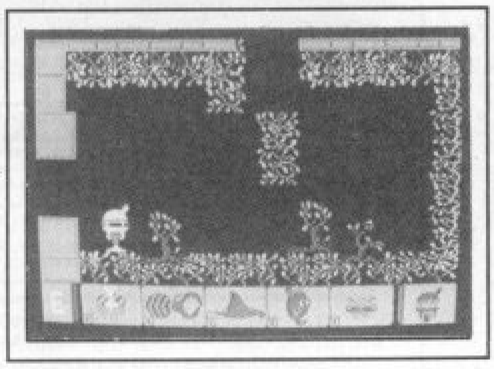


limbs and power globe, he can change at will into Arachnidroid, with its stalking walk and lethal energy bolts.

Arachnidroid is invulnerable to the Stingers and Men of War. More important, it can take out the robot sentries which zap back and forth along the corridors of the citadel.

Big Borers are easily netted, provided you've already teased them from their hideaways. But Stingers, which hover only briefly, take longer. Capturing Rock Hoppers is like shooting fish in a barrel. Rays, for some reason, are decidedly tricky — they never stop moving and the net has to close over them at precisely

Arac is a little droid with just one net-firing nozzle.



the right point. Men of War cannot be caught without first stunning them with an energy bolt from Arachnidroid, and you've then got less than five seconds in which to transform back to Arac and accurately drop a net over one.

Once caught, creatures can be summoned, only one at a time, by freezing the game and using the icons then displayed. Arac changes to Arachnidroid in the same way.

Drawing a map of the 100 screens is essential, and soon you'll be able to mark the six locations where the two Arachnidroid legs are likely to be found. Once you've found one leg you'll know where the other is. The

brief and hectic.

Fortunately the game includes the option of a short 20 minute version, in which you start with Arachnidroid already assembled, and one animal of each kind inside the cage. This is useful for beginners, as it allows you to enter the citadel immediately, but as you become more adept you'll opt for the 30 minute long game as you can assemble Arachnidroid and catch a great number of animals in well under ten minutes. You'll also achieve a greater percentage this way.

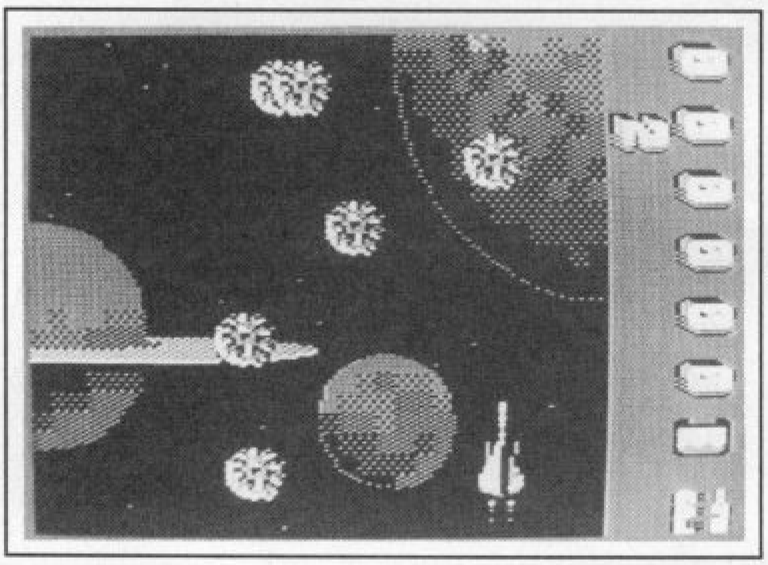
Graphically accomplished, instantly playable and yet addictive in the long term, if Arac falls down anywhere it is the lack of music and in relying upon a stale storyline.

The absence of a jingle doesn't bother me — sound is generally used to good effect otherwise — but if only Addictive Games had spent as much time on the plot as on other aspects of the game, then Arac might have been outstanding.

Bill Scolding

Category	Rating (1–10)
Graphics	8
Sound	6
Toughness	8
Endurance	8
Value	8

8 Overall



◀ **Your first challenge, blast your way through the space mines.**

of nasties you've been set to kill: Aliens, Boats and Lasers. Dispose of that lot and it's on to Test Three, where you go on foot in search of the Orb.

With this in your pocket, you can buy yourself a more upmarket GTi craft. There are four models to choose from, each with more cargo,

If it's all getting too much for you, there's a 'zappo' button that blasts everything in sight, even the fuel dumps, so don't press it if you're running low on fuel. Zappo is essential if you're to make any progress at all. In fact, don't bother with Two Player mode, just get your mate to control the Zappo button.

You have three lives and after each one you're returned to the beginning. That's not as soul destroying as it sounds since your score (if any) on aliens, boats and lasers is maintained. If you manage to get past the first few hectic minutes, you'll have killed enough nasties to

● TRAP ●

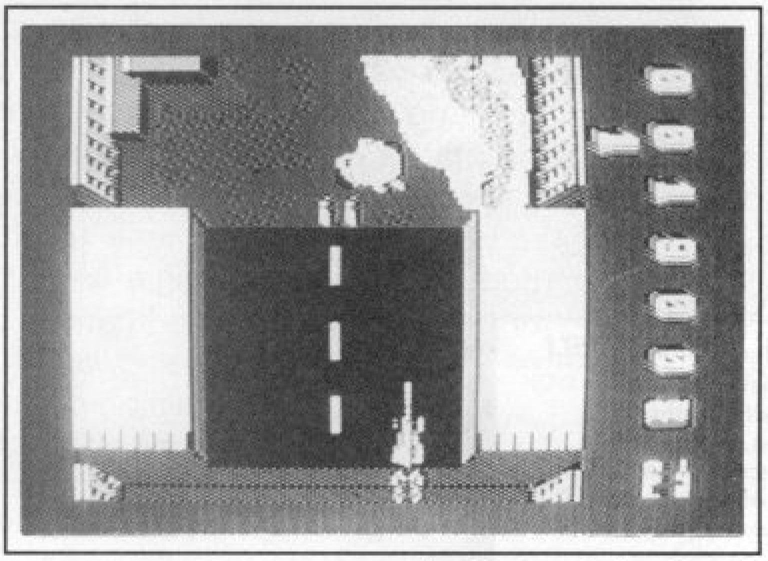
COMMODORE 64/128
ALLIGATA
Price: £9.95/cass

Trap comes in one of those double-cassette boxes that looks as though it's half empty. Alligata would have done well to fill the space with a few Band Aids for your joystick thumb.

Don't be deceived by Trap. It's not the upward scrolling arcade thrash flavoured with Zaxxon-style graphics that a first glance suggests. Programmer Tony Crowther with his first game since his return to Alligata has made it that much more complex. Trouble is, the game is so impossibly difficult, you may never suss out (or want to) its finer points.

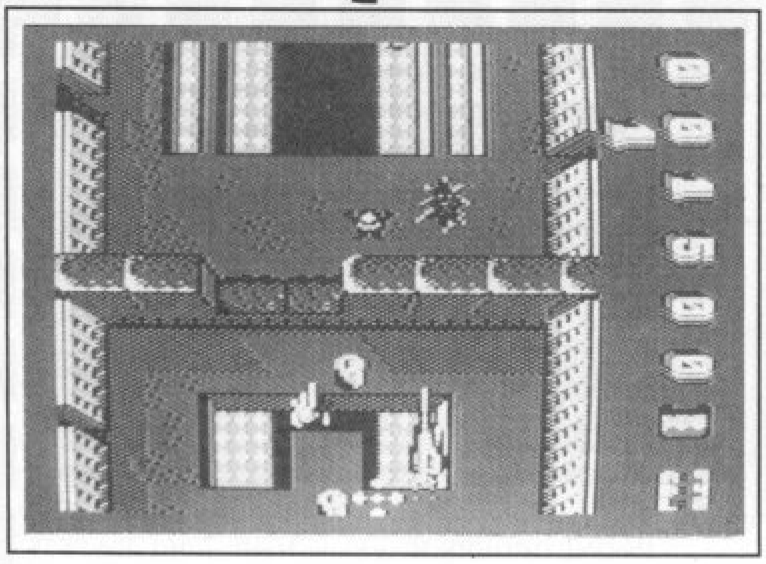
What you need to know from the inevitable crummy storyline ("a distant corner of the galaxy where human life strains to exist in the void of space") is that, as a legendary spacepilot, you must take three tests of courage and reflexes. Complete all three and you get to take your next test, also of courage and reflexes, in a better spaceship.

Test One, flying through space mines, is no problem (after all, you are a legendary spacepilot) and you then scroll straight into the Zaxxon, sorry, Zarkab Valley. Here's where the trouble starts. On the right side of the screen you'll see the number



▲ **You can't land until all aliens, boats and lasers have been destroyed.**

Pick up fuel and drop cargo to the little man. ▼



more ammo, better fuel consumption — but no sunroof or electric windows. After many hours of thumb-numbing play, I'm still lightyears away from getting an Orb.

Your first craft is a real gas guzzler which means you're constantly trying to pick up fuel whilst the likes of Spinners, Diskings, Homers are going for you — don't bother with their names, just blast them. You've also got to spot the aliens, boats and lasers you're set to kill whilst avoiding fire from every conceivable angle. But run out of fuel and you just stop dead, a sitting duck.

If you get a spare moment, there are extra points to be earned by picking up cargo from the cargo ship and dropping it on the little man who occasionally appears down below. Don't ask me why. Doing away with a wave of police craft also pumps up your score.

give yourself some breathing space. Now's the time to scout around and get the baddies you need, to make an attempt on the Orb.

Graphically, Trap is a cut above the ordinary. But with more sprites moving around than you'd have thought possible, it all gets a bit messy. Like any arcade blaster worthy of the name, it has very good sound and manoeuverability, and smooth scrolling, although firing is not as immediate as it should be. Although high on skills and thrills, Trap may not be original enough to warrant sustained effort. For me? I'll just stick with the gas guzzler.

Bohdan Buciak

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7
Overall

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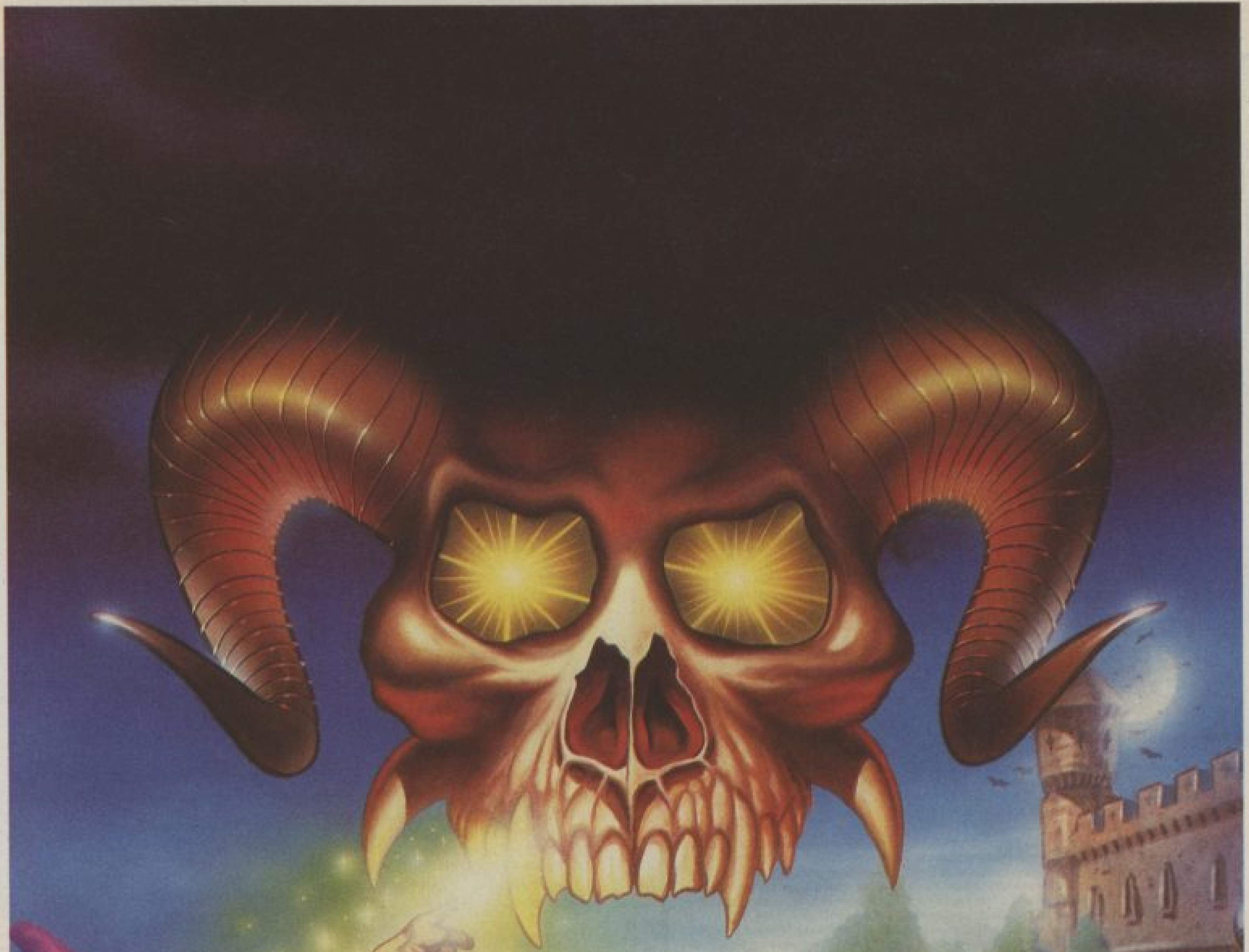
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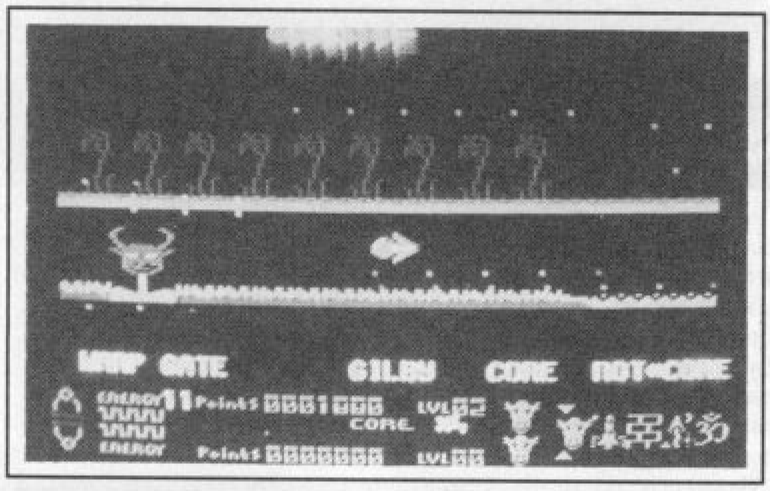
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◀ **Energy level too high or low and your Gilby explodes.**

● IRIDIS ALPHA

64/128
LLAMASOFT/ HEWSON
Price: £8.95/cass £12.95/disk

Master of the megablast, Jeff Minter has done it again with *Iridis Alpha.* It's getting so that anything the Yak produces can confidently be predicted to be the best blast since the shuttle went up. Is this too sick, even for CU? *(Pass me the paper bag — Ed).*

The instrument of death and destruction is your Gilby robot fighter. Why it is called a Gilby nobody knows. Well, I don't and you don't, though Jeff probably does.

A Gilby is a strange looking implement considering its function, but is nonetheless designed with the usual Minter imagination. Whilst on the ground, two spindly legs propel it in either direction. Once airborne, however, this unlikely undercarriage folds gracefully away and the Gilby flicks on its side and brings its deadly arrowhead cannon into combat position.

Initially the screen is divided into three sections. The top section shows the planet surface, the middle shows what the warp gate, core, and non-core areas of the planet look like, and your instrument read outs, score etc. are at the bottom.

Aliens come at you defender-style. As you destroy them the energy level of your Gilby rises and it becomes brighter in colour. If you collide with aliens your energy level similarly falls. If the energy level becomes either too high or low the Gilby explodes, so you must land periodically in the core area of the planet to lose or gain energy. The idea is to gain bonus points by accumulating energy and transferring it to the planet core.

After three waves, things begin to get complicated. The centre section of the screen becomes a mirror image of the upper planet. To transfer to this lower planet you must shoot an alien and fly through the spinning ring it forms seconds before dying.

Life (and death) on the lower planet is exactly the same as on top, other than everything happens upside down and back to front. It is essential to switch between upper and lower planets as if you do not, the entropy level becomes critical and you can lose another Gilby.

As usual the whole thing is displayed in glorious MinterVision, which means you'll probably need to wear sunglasses to look at it. Whether you're an avid yak fan or not you won't be disappointed with his latest release.

Ken McMahon

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8
Overall

● MISSION A.D.

64/128
ODIN SOFTWARE
Price: £9.95/cass

"As the door slammed shut behind him", says the blurb, "agent IY turned . . . he was trapped, this mission had always smelled a little funny . . ."

You are heroic Agent IY — he of the humour-sensing nasal passages. You are some kind of hitman and, by a quirk of nature, have been transported through time to a strange world where robots try to kill you.

This world, though strange, consists of buildings and districts which bear a certain resemblance to those you would expect to find in any normal city. Hence there is a library, office, statue park, cathedral, greenhouse, dockland, nightclub and pipeworks.

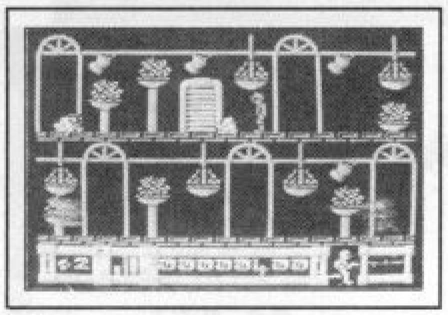
You will find yourself transported to any one of these areas at random via a sort of transporter booth. Immediately robots and people in spacesuits rush towards you, blasting away without so much as an 'enjoy your lead sandwich'. Only one thing for it and that is to get them before they get you. Each time you are hit the energy meter depletes, when it's empty it's all over for Agent IY.

When the robots in the immediate vicinity of the transporter booth have been wasted you can start to explore. There are areas to the left and right as well as other levels which can be accessed by lifts. Or you can always get back in the booth and go to another building. The districts are not of gargantuan proportions — about twenty screens or so. All the same, it's easy to lose your way back to the transporter, so a little map in the bottom right corner helps you keep your bearings.

The object of the game is to hunt down and kill five harmless looking men in tracksuits and blow them to pieces, for which you get bonus points. After playing the game for an hour or so, I got that 'surely there must be more to it than this' feeling, but, regrettably, there wasn't.

So, there you have it, a bit of a disappointment really. The graphics are excellent. The nightclub really looks like a nightclub. Well, not the places I go to *(you're so whacky Ken — Ed),* but how you'd expect a nightclub to look. There's even a rooftop garden. But it takes more than pretty pixels to impress this reviewer.

Ken McMahon



▲ **In the greenhouse — the funny looking door is a transporter.**

Agent IY tries to zap a bestseller in the library. ▼



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6
Overall

LAS VEGAS VIDEO POKER

64/128 MASTERTRONIC

Price: £2.99/cass

You could almost feel the tension, as the Kid from North Harrow, otherwise known as Freddie the Flush stood before the poker machine faced with a big decision.

He had on screen five cards — a pair of Jacks and three hearts; should he go for a two pair hand or gamble on a flush? The crowd gasped, as with reckless abandon, he dumped the pair of Jacks and every breath was held as the space bar was pressed for two new cards. Down they came and, — bingo — two more hearts! The flush was made and satisfying chinks were heard as 100 dollar coins came spouting out like a silver waterfall.

So much for my dreams of fame and fortune in Las Vegas, but it did happen on my C64 thanks to Mastertronic's Video Poker from their Entertainment USA series. This is billed as the "closest simulation available on a home computer" and I must admit it is a pretty faithful reproduction of those Vegas machines.

The choice of coin value is the first option and you can opt for nickels, dimes, quarters, or dollars (all a bit academic really as you get an endless supply anyway). Then you can bet up to five coins before a hand is dealt (in these type of games you might as well bet the maximum each time). Down scroll the cards and depending on the hand you've been dealt, you can opt to change from one to five cards. This done you sit back and see if you've made the right choice. The winning hands are standard Poker from 2 pairs, 3 of a kind up to a flush or Royal Flush. If your luck's in you'll win. If not, well there's always the next hand.

The sound effects are quite pleasant, a nice satisfying chunk is heard as each coin drops and the title tune is a jolly Rob Hubbard piano romp, but that's about it as far as it goes.

On the graphics front there is praise indeed, but, good graphics and nice scrolling routines do not a great game make . . .

I can't say that it will keep me at the keyboard for long, because the excitement of gambling is having to use your own hard earned spondies — when it's a bottomless pit the



Doesn't matter how much you bet, there are always more dimes.

HERCULES

64/128 ALPHA-OMEGA SOFTWARE

Price: £1.99/cass

Legend has it that Hercules, son of Zeus, was full of remorse after slaying his family, and consulted the Oracle as to how he might best atone for his nasty little deed.

He was ordered to perform one task every year for King Eurystheus, and only if he succeeded could he take his place amongst the other immortals on Mount Olympus.

What the legend does not dwell on is that the twelve labours of Hercules were actually standard levels-and-ladders fodder of such incredible age that even the Ancient Greeks must have thought twice before shelling out the drachmas for Alpha-Omega's budget cassette.

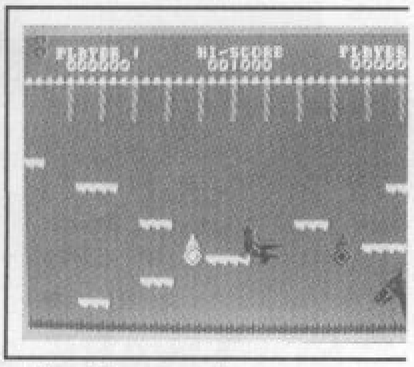
Hercules, chained to his 64, soon discovered the twelve labours were spread over 50 screens of jumping from platforms, swinging from ropes, avoiding spiders, birds and what Hercules at first took to be ice-cream cornets but later deduced to be fireballs.

What made things doubly difficult was RAP — the Random Access Principle which, when Hercules failed to complete one task, selected another at random, rather than returning him to the start. So, just as he was getting the hang of capturing the Ceryneian Hind, he was whisked off to fetch the Oxen of Geryon.

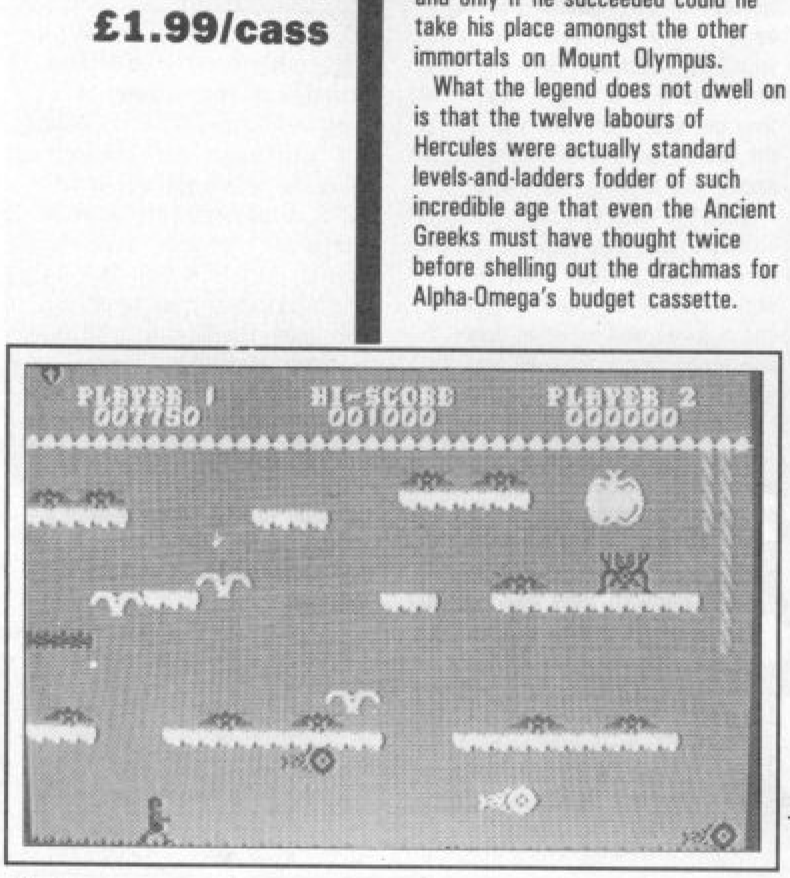
This got tiresome after a while, and more so as RAP didn't seem to be all that random. The fifth labour, cleaning the 'most unpleasant' stables of the King of Elis, occured rather more frequently than Hercules felt he deserved, while the altogether more interesting ninth labour, removing Hippolyte's Golden Girdle, he'd had a crack at only once in a blue moon. But such, mused Hercules as he sidestepped another cowpat, was life.

He fast learnt to move smartish on each new screen, having just seconds to leap to a nearby ledge or rope before flames consumed the platform on which he stood. Doing this on his search for the Cretan Bull meant leaping into thin air, though new platforms popped into existence beneath his feet until he reached the door to the next screen.

The quest for the Erymanthian Boar, depicted in pixels so stunted that Hercules thought at first it was a hamster, was a doddle in



Yet another graphically Herculean screen.



Hercules proves that platform games are as old as the Greeks.



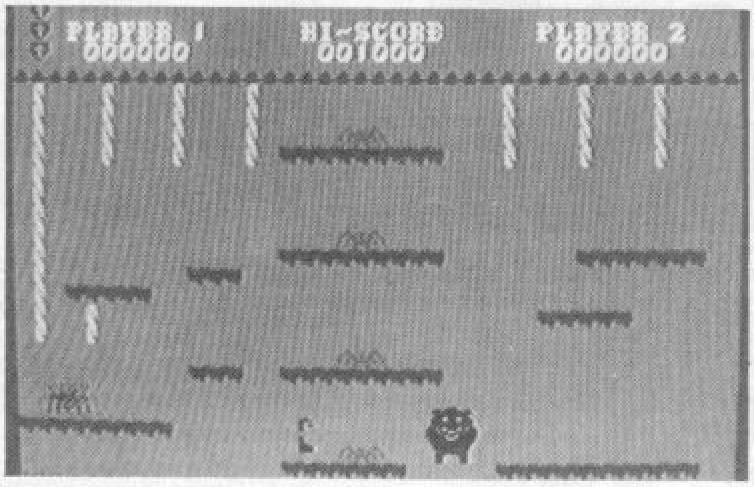
novelty soon wears off and I found myself quite bored by it all in the end.

Just that bit less exciting than a trip to Las Vegas.

The price is fair and it sure beats buying a ticket to Vegas! So, if you fancy yourself as a mean Poker player it's just about worth a hand or two.

Andy Moss

Rating	Score (1–10)
Graphics	8
Sound	6
Toughness	3
Endurance	2
Value	5
Overall	**5**



Hercules finds the Erymanthian bore, sorry, boar.

comparison. Ignoring a screenful of ropes, ledges, dancing spiders and mutant candelabra, Hercules headed straight for the Giant Rodent and just made it to the next screen before getting his sandals singed.

Success at these and other labours brought him a score of 25,970, which seemed impressive to Hercules but didn't cut much ice with the folks on Olympus. Finally, the sheer grinding poverty of both the graphics and the concept, coupled with frustrating repetition of idiotic tasks, overcame the little enjoyment Hercules had found, and brought him to his knees.

The gods relented and gave Hercules a copy of *Thrust* to compensate and to show that not all budget games are like the Elisian stables — stuffed with horse dung.

Homer Scolding

Rating	Score (1–10)
Graphics	3
Sound	3
Toughness	5
Endurance	4
Value	5
Overall	**4**

I.C.U.P.S.

64/128
THOR/ODIN
Price: £9.95/cass

I.C.U.P.S. is one of those games that once you have seen the packaging pictures you are expecting a great game. But don't be fooled for apart from impeccable graphics and some tasty sound it's ... awful.

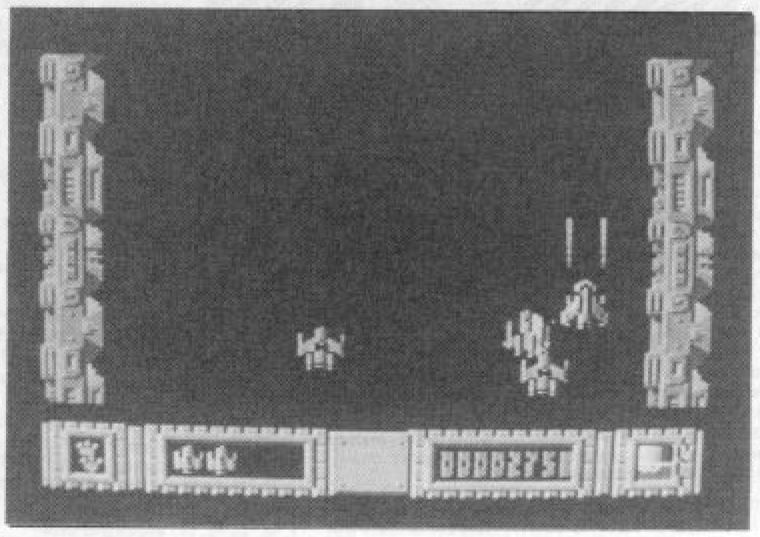
Thor/Odin have produced some top quality software over the years and at first glance I thought I.C.U.P.S. would follow suit. The plot isn't very complex, revolving around a group they've harped on about for ages called I.C.U.P.S., or rather the international commission of universal problem savers who're so tough they make the S.A.S. look like the Zzap editorial team.

Being the tough guy you are you want to get into the team of heroes but as you can imagine this isn't very easy. There is not just one, but two tests you must pass before you can start relieving Britain (take note Alan Gold, *Letters Page*) of all its problems.

The first test is just a good ol' shoot em' up. You control a small fighter and pilot it safely through three levels of fierce bombardment of missiles by enemy crafts. This features some excellent graphics but other than that has nothing to hold your interest.

When you finally complete that, it's on to the second level which is sort of an arcade adventure but is a fair amount smaller and therefore easy to complete. The object is to obtain four pieces of a computer hidden around the maze but be careful for you only have three chances to do it or the nice men from I.C.U.P.S. will tell you to "Sling yer hook!" without so much as a good reference.

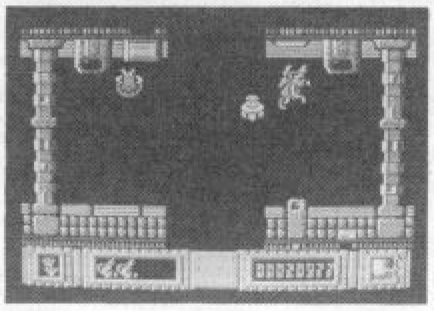
Looks a bit like Uridium — without the classy graphics or gameplay.



Poor old Thor have obviously slipped up. In all their efforts to create good graphics they forgot all about the game and ended up with ... well you only need to read the ratings.

Ferdy Hamilton

Find pieces of computer hidden in the maze.



Rating	Score (1–10)
Graphics	8
Sound	7
Toughness	4
Endurance	3
Value	3
Overall	**4**

Evesham Micros

ALWAYS A STEP AHEAD

DOUBLER

The tape back up "device"

Doubler has been an **enormous success** and continues to sell very well. Why? Because it is the **best product of its type** on the market. Doubler uses a unique method that copies **all types of software** regardless of speed. It consists of **hardware and software**. The software is the key part as unlike other products of its type Doubler creates a **brand new machine copy**. It is very easy to use and very successful. In fact our tests **have proved** that this "device" can achieve **100% success**.

Requires access to two data recorders.

ONLY £12.95

Why settle for less—this is the best.

ALIGNMENT PROBLEMS?

1541 PHYSICAL EXAM

£39.95

The program includes a digital alignment disc and software which allows you to **accurately check and correct** *disc drive alignment. The instruction booklet is* **very detailed**. *Also includes quiet drive stops to* **stop** *that "hammering" thus preventing further problems.*

ONLY £39.95

NEW MK.III VERSION

FREEZE FRAME

THE BEST IN BACKUP METHODS IS NOW EVEN BETTER

NOW HANDLES PROGRAMS THAT LOAD SUBSEQUENT PARTS

"Freeze Frame MKII" must have been the **world's most powerful and most successful** backup product. The success of "Freeze Frame" spawned several imitators but they are pale imitations of, what we are convinced, is the **most advanced and easy to use backup product in the entire world.**

Now the **"MKIII" version** has moved "Freeze Frame" well ahead of the "opposition". As well as its unfailing skill in handling **every memory resident program** available for testing up to 1st July 1986 it will now transfer from tape to disc the vast majority of **programs that load subsequent parts.**

FEATURES

- TAPE TO DISC
- DISC TO DISC
- COMPLETELY SELF CONTAINED, NO EXTRA SOFTWARE NEEDED
- FILES COMPRESSED FOR ECONOMY OF STORAGE SPACE
- 128/128D COMPATIBLE IN 64 MODE
- TAPE TO TAPE
- DISC TO TAPE
- RELOAD INDEPENDENT OF THE CARTRIDGE
- NOW HANDLES PROGRAMS THAT LOAD EXTRA PARTS
- PROGRAMS RESTART FROM THE POINT BUTTON IS PRESSED

OPERATING "FREEZE FRAME"

"Freeze Frame" is **simplicity itself** to use. It is cartridge based so is simply plugged into the cartridge port. When the computer is switched on a message is displayed, pressing "RETURN" will clear the computer back to the normal start up screen. Software can now be loaded from tape or disc **completely as normal.** The latest version of "Freeze Frame" will, to the best of our knowledge, allow **ANY software** to load and run normally (unlike competitive products).

"Freeze Frame" can be brought into operation at any convenient point by **pressing the button** on it. You can then do one of three things:—

1. **Pressing "D" will save a working version of the program in memory to a formatted disc. This version will include an auto booting very high speed reload (many programs reload in less than 30 secs).**
2. **Pressing "S" will save to disc with a standard reload speed that can be used by non 1541/70/71 drives U.S. spec. machines, etc., but perhaps more importantly by most fast load cartridges and systems. Use "Dolphin DOS" to reload anything in less than 10 secs. (Also suitable for U.S. spec. machines.)**
3. **Pressing "T" will save a working version of the program in memory to tape. This incorporates a high speed reload at approx. 2400 baud.**

IT'S AS SIMPLE AS THAT

ALL PROGRAMS SAVED WITH "FREEZE FRAME" CAN BE RELOADED INDEPENDANTLY OF THE UTILITY

ONLY £39.95

Owners of earlier versions can return them and upgrade for £14.95.

SERIOUS WARNING: THIS IS AN EXTREMELY POWERFUL PRODUCT AND IS STRICTLY FOR PERSONAL USE. DON'T COMPARE IT WITH ANY OTHER PRODUCT, NOTHING ELSE OFFERS THE POWER OF "FREEZE FRAME".

Quickdisc+

FAST LOAD PLUS UTILITY CARTRIDGE

After enjoying considerable success since its release we have now made some improvements to "QUICKDISC+" to maintain its position as the best value in the disc "speed up/utility" cartridges.

Fast LOAD (now 5-7 times normal speed). Works with majority of protected software. Can be switched in and out from the keyboard.

Fast SAVE at 7 times normal speed.

Fast Format takes just 20 seconds.

Fast Backup copies an entire disc in four minutes (not protected software).

Very Fast File Copier for selective file copying at HIGH speed. Now handles files up to **248 blocks** long.

Improved DOS commands (DOS 5.1) makes for easy use of the disc drive. eg. $(RETURN) will LOAD and display a directory without overwriting BASIC. SHIFT RUN/STOP will LOAD "0:*",8,1 etc. **Very, very useful.**

Incorporates Centronics printer software (user port) **with CBM graphics** capability (requires user port centronics cable).

A RESET switch is fitted. (We have found this to be "unstoppable", it even preserves the tape buffer).

NO MEMORY IS USED by this cartridge, it is totally "transparent" and uses special switching techniques.

"128" and 1570 compatible in '64 mode.

PLUS MANY MORE USEFUL FEATURES TO MAKE YOUR 1541 FAR MORE FRIENDLY TO OPERATE.

ONLY £19.95

When reviewing "Quickdisc+" Commodore Horizons said: **"A MUST FOR EVERY 1541 OWNER".**

NOW EVEN FASTER

DISC DISECTOR V5.0

Now the **FIFTH generation** of the country's **leading** disc back-up/utility package is available. This latest version includes **many more "PARAMETERS" to handle the latest highly protected discs.**

"EVESHAM 3 MINUTE NIBBLER" is the **latest version** of the infamous "Evesham Nibbler" now boasting **even more power and speed. Will now copy even the most highly protected discs in 3-4 minutes.** Handles the latest types of disc protection **completely automatically.** This often involves the use of the **"PARAMETER COPIER"** which adds the vital secret code that the highly protected programs check for (This is the important difference that makes this the best). At the time of going to press this program copied **virtually every disc program available for testing including the latest in games and business software.**

"DUAL DRIVE NIBBLER" allows the use of two drives to make **even faster back-ups.** Incorporates device number change software so no hardware mods necessary.

"NOVA TRANSFER" will **transfer to disc** the latest Nova Load programs including **multi part loaders.** A very useful utility that also includes routines to transfer "Summer Games II" and "Beach-Head II" to disc.

"DISCO" will transfer standard speed load software to disc.

"TRANS QD" allows you to save a fast load system to your own discs.

"DOUBLE BACK UP" is a **very fast** two drive back up.

As well as these important newcomers all the old favourite utilities which have helped earn "Disector" such a large following are included. These include **Menu Maker (selective), Fast Format, Unscratch, Disc Monitor, Disc Orderly, Fast File Copy, Index, etc., etc.**

The whole package is menu driven and has its own fast boot system built in for your convenience. Pays for itself the first day you receive it.

ONLY £29.95

Customers with earlier versions may return them along with a payment of £9.95 to receive V5.0

Programs are CBM 128 and 1570/71 compatible in '64 mode.

QUIET DRIVE STOPS

This package incorporates new drive stops for **two 1541s** *that will* **end for good** *the dreaded "woodpecker". The fitting process is very easy and a test program is provided to check the fitment. Helps prevent future alignment problems and makes your drive purr with satisfaction.*

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ODDS AND ENDS

STAR NL10C The best Commodore ready printer, many features including 120cps draft mode, 27cps near letter quality, tractor and friction feed with semi automatic single sheet feed, most functions front panel switch selectable but perhaps most importantly the **interface cartridge is replaceable.** So if you change to another make of computer you simply purchase a new interface to suit. **ONLY £269.00**

DISC NOTCHER Allows you to easily cut a second write protect notch in your discs so that you can use both sides. A very useful gadget. **ONLY £6.95**

AZIMATE 3000 Lets you realign the head of your data cassette quickly and easily. Supplied with suitable screwdriver. **ONLY £6.95**

3M DISKETTES The best quality discs, available from us at the price of cheap ones. Buy the best, they last a lifetime. Boxes of ten—

SINGLE SIDE/DOUBLE DENSITY	**£11.95**
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COMMODORE COMPATIBLE DATA RECORDER Performs the same operations as the C2N or 1531 but a useful saving. Also includes a pause button (if for use with C16/PLUS4 please state) **ONLY £29.95**

AND THEN THERE WAS DOLPHIN DOS

THE DIFFERENCE IS *STAGGERING*

Like everyone that has had the pleasure of seeing this system in operation you will be amazed by both the speed and ease of use. It is compatible with the majority of commercial software, speeding up both the program loading and SEQ/REL files. Fitting requires the insertion of two sub assembly boards, one in the 1541 and one in the '64/'128. This does not normally entail soldering, although a small amount will be necessary with some machines.

ONLY £69.95

If you require further information please send SAE for fact sheet.

Operates with the CBM 64 or 128 in '64 mode with 1541 disc drive.

THE FEATURES

25x FASTER LOADING (PROGRAM FILES)
12x FASTER SAVING (PROGRAM FILES)
10x FASTER LOADING (SEQUENTIAL FILES)
8x FASTER SAVING (SEQUENTIAL FILES)
3x FASTER LOAD AND SAVE (RELATIVE)
(These figures do not allow for searching)
Easy DOS commands from function keys.
Fast formats 40 tracks giving 749 blocks free.
Centronics driver software inbuilt.
Machine code monitor.
Can be switched out if necessary.

SUBJECT TO AVAILABILITY. ALL ORDERS DESPATCHED THE WORKING DAY AFTER RECEIPT

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Screen divides in the Tobogan event to show the action left as you hurtle down the course. The right section of the screen records your progress on a map of the course.

One to four players can compete against each other. If you're on your tod it'll have to be you against the machine. Each player must enter their name and country, though wherever you're from you'll get a rendition of the West German national anthem, nice one Udo. You can practise, or compete in a selection of some, or all of the events.

Biathlon

Renowned as one of the most gruelling winter events, the biathlon is no pushover with a joystick. Well synchronised waggling is required if you want to do more than just grind snow. After what seems like an eternity you must put in some accurate shooting to increase your score. Not easy when your fingers have gone blue at the ends.

WINTER EVENTS

C16 and Plus/4
ANCO
Price: £7.95/cass





It was, I think, US Gold who started it all off in the amazing *Summer Games* I and II. The second game was such a success that four months after, as the nights closed in and the attraction of sport simulation in the sun withered, US Gold released the seasonal sequel, Winter Games.

Since then, virtually everyone has jumped on the bandwagon. But, until now, no one has produced a really worthwhile variant for the C16. Tynesoft had a go with *Winter Olympics*, but it was a big disappointment. Half the events called for minimal participatioin by the player and the curling was totally unintelligible.

Anco obviously thought they could do a lot better and they were right. *Winter Games* is, without doubt, one of the best sports simulations to appear on the C16 and, in some respects even surpasses the Commodore 64 versions.

Winter Events follows pretty closely the format of the original. Only the two ice-skating events have been dropped, which is just as well because they were boring, and have been replaced by something better.

The line-up of events is: Biathlon, Slalom, Ski jump, Speedskating, Downhill and Bobsled.

Each of the events is loaded separately from the cassette; there's no way you'd ever cram all that code into the C16's memory all at once. But before you get the skis on it's time for the opening ceremony. The torchbearer runs across the screen and lights up the Winter Events flame — very pretty. All this happens to the accompanyment of a mishmash of tunes, none of which I could recognise, other than the Dallas theme.

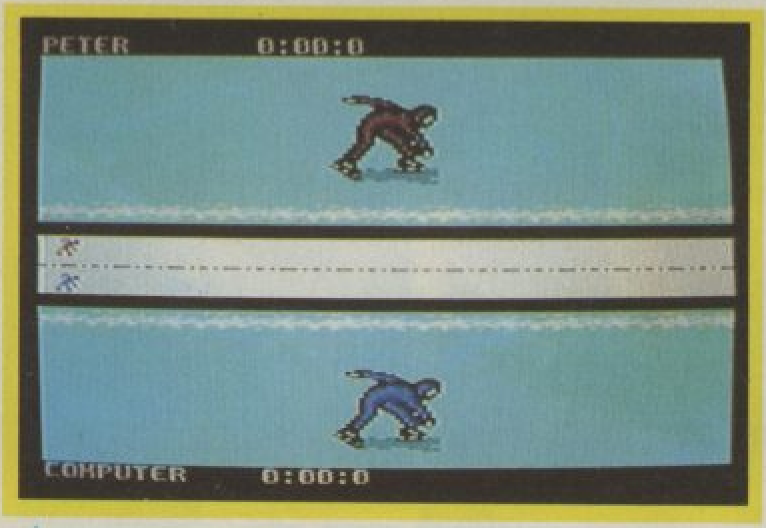
Seasoned C16 gamers will spot the programming handiwork of the prolific Udo Gertz, author of *Ghost Town, Tom Thumb*; dare I mention it, *Bongo* and around a million other C16 games.



Cross country skiing is a test of stamina and rhythm. Its synchronisation thats the key here — forget wrenching the joystick.

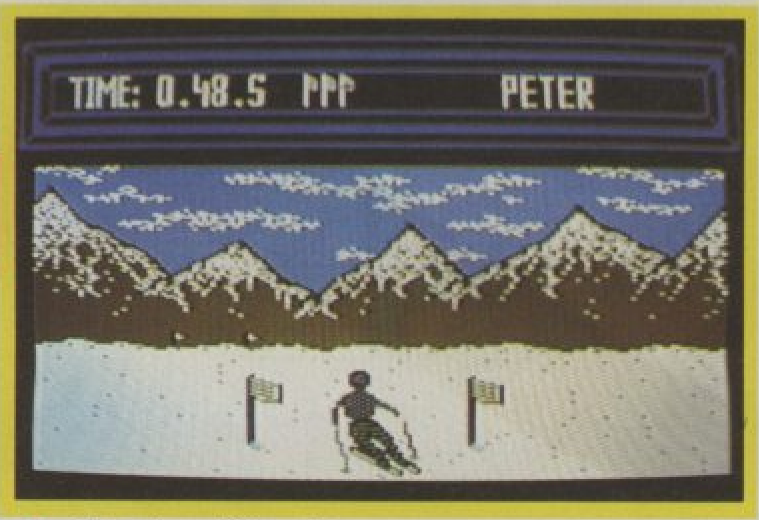
The ski jump is "one for loonies" but you must look graceful as you jump.





Speed skating is one of the less exciting events.





The downhill — hang on and watch out for the bumps.

Slalom

Steer your way down the slopes from top to bottom without trying to uproot the trees. The idea is to steer round the gates without hitting them. If you collide with more than three you can still finish the course, but you aren't given a time.

The graphics on this section are stunning. In fact this is the best ski simulation I have seen on any machine. The 3D perspective is spot on and the animated skier performs manoeuvers with all the style of Franz Klammer. *(Who? — Ed)*

Ski Jump

One for the loonies without a doubt. Push the joystick button and your skier starts a long descent down the slope. Seconds before reaching the end, press fire again and the skier roars into the air. Now it's a question of matching the movements of the computer skier in the inset, who of course does everything perfectly. The closer you are, the further you get. Points are also awarded for style, so it helps if you at least look a little graceful. Put your helmet on for this one.



Speed skating

Another Winter Games clone and probably the least exciting at that. You against the computer, or a friend, joystick waggling like mad to reach the finish line first. This is more a question of co-ordination than sheer speed so try to work for a steady rhythm.

Downhill

I was expecting the usual ripoff — slalom without the flags, but the downhill is in fact quite different. The thing here is to go as fast as you can, skintight leathers and waxed skis permitting. Watch out for the lakes and trees and take advantage of the humps, which send you flying into the air, to save on time.

Bobsled

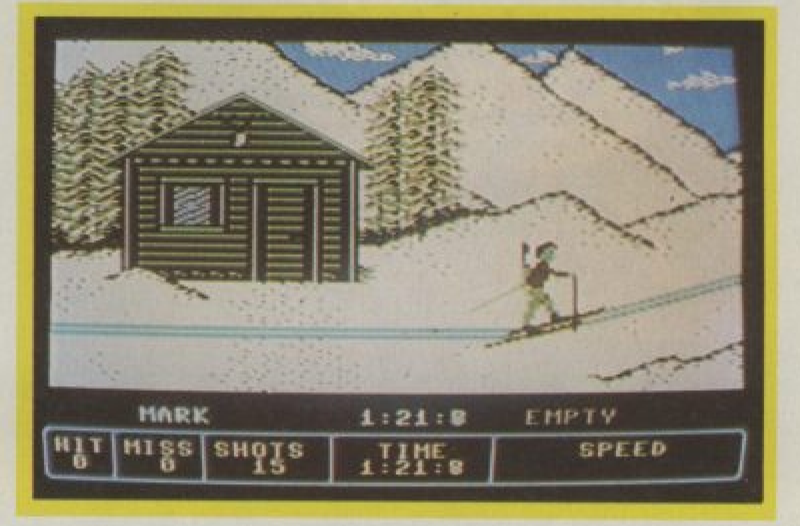
You have two views of the sled as it careers at breakneck speed through the bends. View one is from directly behind, view two, a plan so you can see what's coming before you get there. In practice it's difficult to look at two things at once, so get a friend to keep an eye on the map and shout left! or right! as appropriate, until you know the course.

Udo Gertz has done a great job to make *Winter Events* one of the best sports simulations around and the only one worth considering for the C16. The background graphics, traditional alpine scenes complete with mountains, are superb and add to the sense of realism provided by the excellent animation.

If Winter Events doesn't make the charts then I'm prepared to hang up my skis for good — without taking them off.

Ken McMahon

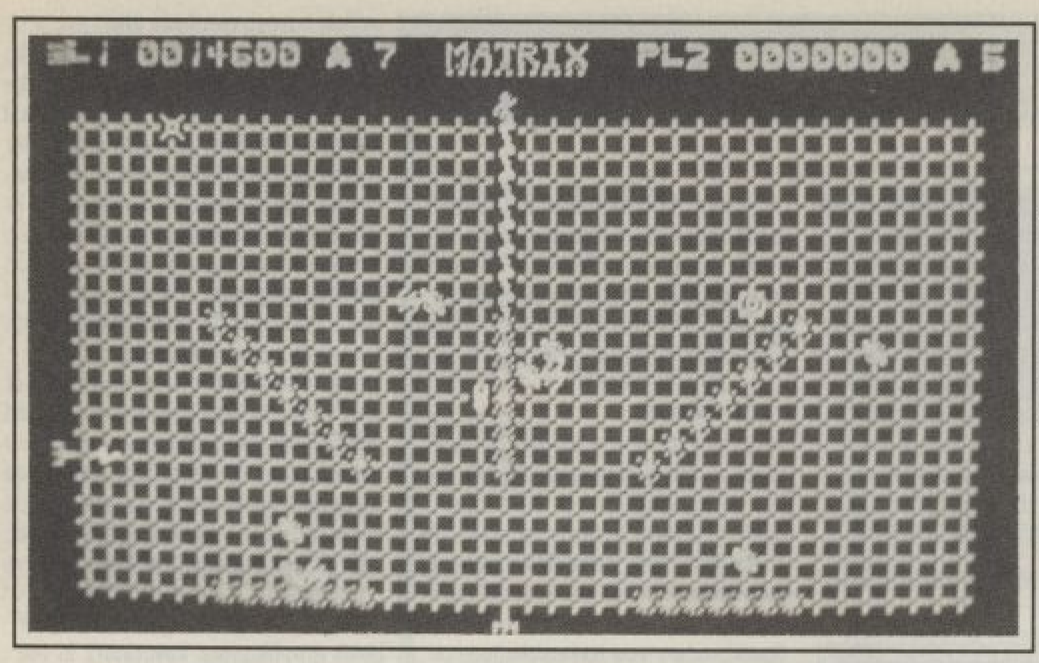
The skiers hut looks inviting at the beginning of the long-haul cross country skiing event.



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

9 Overall


New Generation Software
ARCANA
Joystick required.
Commodore 64/128
£8.95
Arcana, the Castle of Mysteries, holds the Dark Clavicle, the most powerful Black Magic book ever known.
Baladur, the hero of the game, comes from the Land of Bright Elves. His quest is to find the Dark Clavicle and destroy it before its terrible knowledge falls in to the hands of the evil king Valarequil.
The smooth scrolling passages of Arcana are fiercely protected by all manner of harmful creatures which he must repel with his magic bolts of luminous light.
There are 30 finely detailed rooms with many secrets for our hero to discover. He needs 7 talismans to defeat the 7 demons that guard the book, then he must destroy it before its sinister writings are revealed to Valarequil!
PLEASE RUSH ME ARCANA FOR MY COMMODORE 64/128
Name
Address
Please make cheques and postal orders to Virgin Games Limited and post to the address below. Please do not post cash.
Virgin Games Ltd, 2/4 Vernon Yard, 119 Portobello Road, London W11 2DX.
Available for Commodore 64/128 only.
New Generation Software



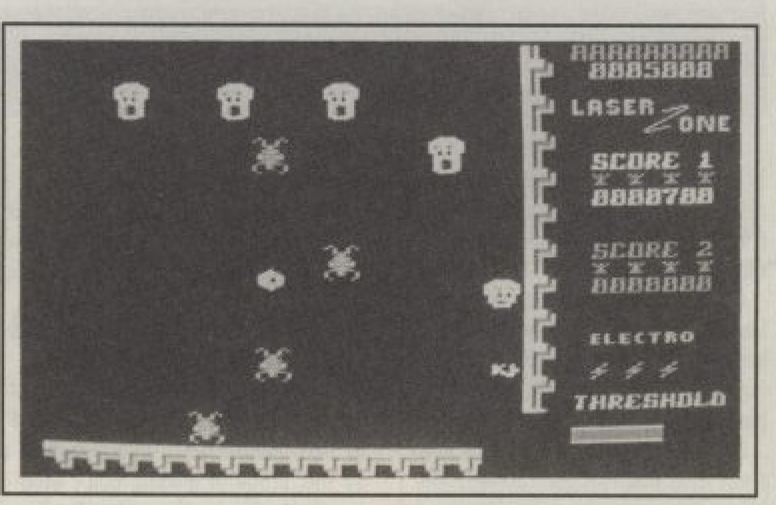
Manic blasting in Matrix — this is the easy screen.

MATRIX/LASERZONE

C16 and PLUS/4 ARIOLASOFT

Price: £6.99/cass

Matrix and *Laserzone* are two of the all time arcade classics released first on the Vic 20 and then about two years ago for the C64 by Llamasoft. Both of them have now been translated to the C16 by one Aaron Liddiment (can this person really exist?) and are being sold under the Ariolasoft label for the extremely reasonable price of seven quid.



Your two cannons move horzontally and vertically.

Matrix has to be one of the most manic shoot 'em ups ever devised, it is sheer mayhem. As the story goes, it is ten years on from the Grid Wars and veteran Gridrunner pilots (i.e. you) have once again been summoned to repeal an attack by the deadly droids. (*Gridrunner* was another piece of Minter magic — forerunner of *Matrix*.)

Combat takes place on the power matrix, your ship is free to manoeuvre over the entire surface. Droids appear in attack waves, centipede style. This is where the fun starts — sheer, non-stop panic blasting. The first zone is manageable as there is only one string of droids, but from then on it gets pretty hectic.

When shot, the droids turn into time bombs which eventually hatch out and drop on you. They can be destroyed with some saturation shooting but it takes time — one thing you don't have an abundance of.

If all this sounds merely difficult, don't worry, there's more. X and Y zappers patrol their respective axes delivering deadly death rays along randomly selected grid lines. At higher zones the Snitch, a loathsome little humanoid, walks along the top of the matrix and gives away your position to the X/Y zappers.

The later zones have some other interesting diversions. Deflexors cause your missiles to ricochet at unpredictable angles, often straight back at you — use them with caution. Minter's trademark, the ubiquitous camel, puts in its usual appearance on some of the screens.

Matrix is still one of my favourite C64 megablasts and the C16 version is every bit as enjoyable. The only noticeable difference is that the sound and graphics are a bit wooly and not so clearly defined, but that doesn't detract one bit from the game.

Laserzone like *Matrix*, is an arcade shoot 'em up in the classic Minter mould. The difference is that this one requires you to think before you blast. No room here for the quick reflex, blast everything approach, you'll only end up shooting yourself in the foot.

Here's the plot. Terran Federation – goodies, Zzyzaxian Warfiends – baddies. The Terrans have constructed lazerzones upon which two computer controlled plasma cannons blast the evil hordes to oblivion while you enjoy a nice cup of tea.

But, guess what kids, the computer has broken down and you must take control and repel the Zzyzaxian invaders. On a simple level Lazerzone it a bit like playing Space Invaders on two axes at once, but it can be more complicated.

When the nasty creatures reach the bottom, or side of the screen, they start to creep up on your plasma cannon. The only means of blasting them at this stage is to shoot diagonally from the vertical cannon onto the horizontal plane, or vice versa. Get what I mean?

The danger here is, of course, that in your zeal to destroy the encroaching fiends you can easily vapourise one of your own cannons. If things really get out of hand you have the option of using the Electro — a space bar activated panic button that destroys everything in sight.

There are a number of options for those who don't fancy solo blasting, one allows two players to compete using only one joystick, another lets you get some practise before attempting the real thing.

Like *Matrix, Laserzone* is an excellent version of the original. No self respecting arcade addict should be without this twin pack.

Ken McMahon

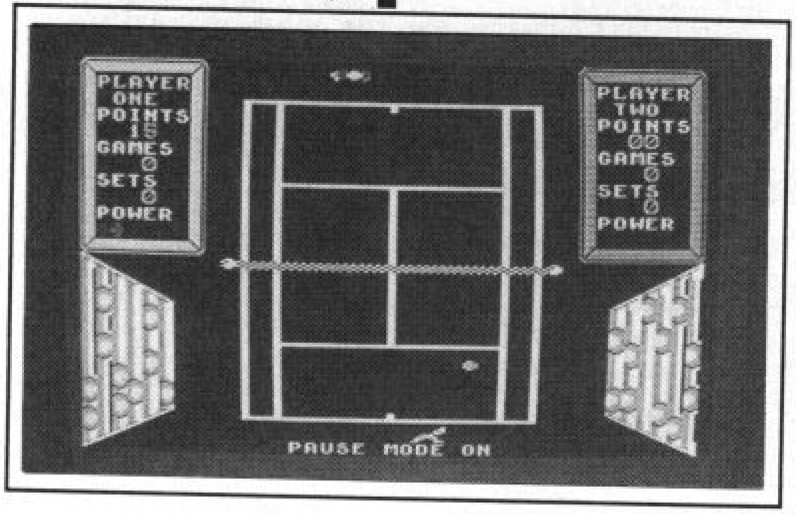
Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

9 Overall

WIMBLEDON

C16 and PLUS/4
GREMLIN GRAPHICS
Price: £7.95/cass

Aerial view of the court — no graphic frills here.



Just when you thought you had seen the last of Wimbledon and all the other major tennis tournaments, Gremlin Graphics — showing all the timing we've come to expect on the pro software circuit — try to take advantage with *Wimbledon*.

No 3D graphics or entertaining gameplay here. It will take a lot more than a bowl of strawberries and cream and John McEnroe's outbursts to get you to enjoy this one.

If I had the space I would write a serial about the criticisms of this game, but I will relieve you of the boredom, after all, why should everyone else have to suffer? I shall mention but a few.

15-love

After the game has loaded you are given a prompt to press the fire button to start! But to start the game you have actually to press the space bar. Good start. Now you can select the Number of Players, Game Difficulty, Number of Sets and Game Speed, when you have selected which four options you want, it's time to start playing tennis — or is it?

30-love

According to the instructions, if you are using the one player option which I was, you have the opportunity to play the computer. It took me five or six sets to find out what was supposed to be going on. I reread the instructions and according to them I play against the computer. Once I had served to my opponent I waited like all good tennis players, for him to reply with a shot — but nothing happened. I'm left standing there with a blank expression on my face and a few choice McEnroe words oozing out of my mouth. So it was back to the drawing board and I worked out that after you have served, the computer then moves you to the opponent (which is you anyway). This rally keeps going until one of you misses the ball.

If this isn't tedious enough, the court is just as boring, consisting of black graphics and spectators in the terraces looking like faceless dummies. And the sound, well that is pretty basic, no cheering from the crowd or entertaining music.

40-love

I just cannot understand how Gremlin

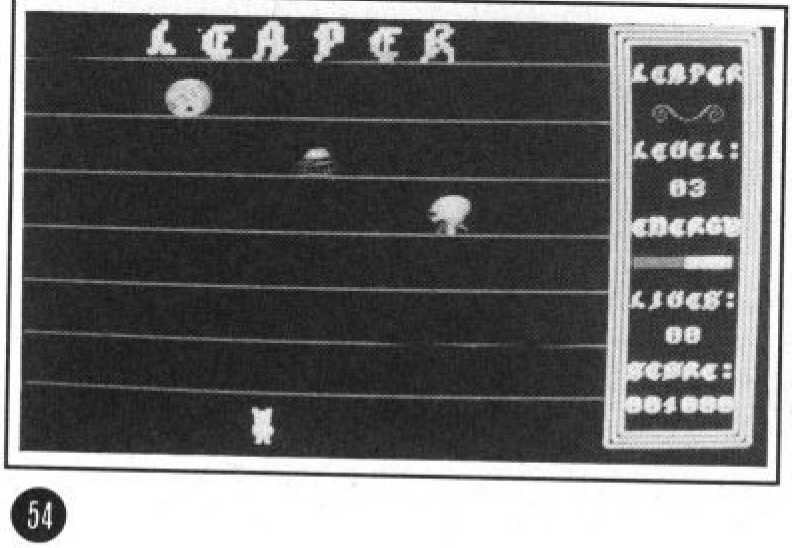
Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

3 Overall

LEAPER

C16 and Plus/4
BUG-BYTE
Price: £2.99/cass

Leaper — immediately recognisable as a rip-off of the early Imagine game Jumping Jack.



This platform lark is getting a bit out of hand. We've been reviewing C16/Plus 4 platform games every month.

As you may have guessed by now Leaper is yet another to add to the lengthy list. All of the basic ingredients are in there — well the platforms and the nasties.

On the back of the cassette inlay there is a dull looking screen shot taken from the game. Bug-Byte should be told that this will only make potential buyers throw the game on the floor screaming "Not another platform game".

When Leaper is loading you are in for a shock and I mean it. It is the first C16/Plus 4 game to have a high-res loading screen.

Programmer Martin 'Och aye, it's great' Gannon (strange name), has bunged in the theme tune of the South Bank Show. How thoughtful of him. Incidentally, when you get up to this stage in loading don't stop the datasette as the computer is still hungry for more loading. I didn't know about this and it took me several loads to notice.

Soon after the computer bursts into life playing the Can Can. Instead of a screen full of dancing girls, there is a Leaper doing a slow bop.

The programmer has thoughtfully included some blurb within the game, and there is no escaping it.

The story goes that you control Leaper up to the top of the screen to get his name in lights. To get there you'll have to jump the gaps that move across the platforms. Every jump you take another gap is added to platforms until the playing area is swarming with them. To start off there is only one nasty patrolling the platforms and for each letter you light up another nasty is added to a total of six. The nasties don't look too bad graphics-wise and are well animated. My favourite nasty is the Last V.W. Which is a Volkswagen car with a serious suspension problem, making it bounce along.

Also the nasties have mastered a method of defying the laws of gravity by casually crossing over gaps without falling down. Every time you die or start a new game Leaper goes charging off to the right of the screen only to come back from the right (What a weirdo). As he comes on there is a circus type

Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

6 Overall

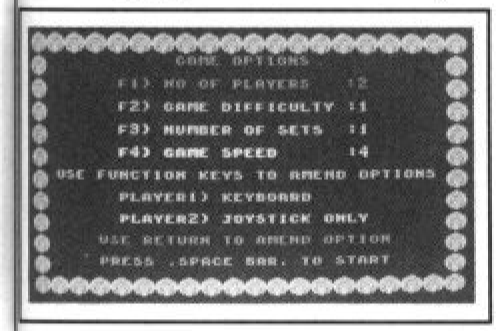
Graphics have allowed such a shabby piece of software to be released, when they are capable of producing some excellent games. Releases like this cannot do their reputation any good. If you really do enjoy a game of tennis then my advice is take a look at *Championship Tennis.* I haven't played this one yet, but I can only imagine it must be better than *Wimbledon.*

I refuse to go on any more about this game, I got far better entertainment watching 'Open University' with the sound down. The only comfort I got was that I didn't buy it, at around £8 for five minutes entertainment it must be the most expensive game Gremlin Graphics have ever released.

Game, set and match to Pickering.

James Pickering

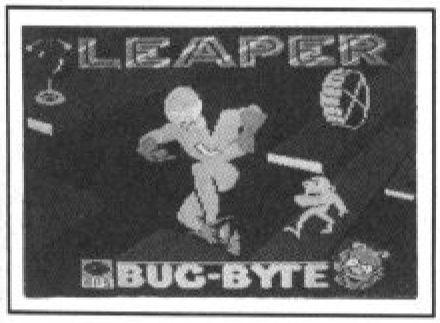
Plenty of options — shame their all so naff.



welcoming tune, suddenly Leaper stops, puts his hands on his hips and starts to dance. The noise in the background changes to a quite good version of 'Popcorn'.

At first the game seems very hard, but after a few goes I got one of the letters lighted up. After a few hours I learnt how to master Leaper and lighted up every letter. To my disgust nothing happened. I tried going up and only turned one of the letters off. After killing off my remaining Leapers I read the instructions again. Nothing wrong. I did everything correctly. I turned off the computer to write the review. Despite the game not working properly I would recommend it to most owners, because it's got good graphics and the tunes are the best around for the C16/Plus 4.

Fikret Ciftci



ROBO KNIGHT

C16 and Plus/4 AMERICANA SOFTWARE

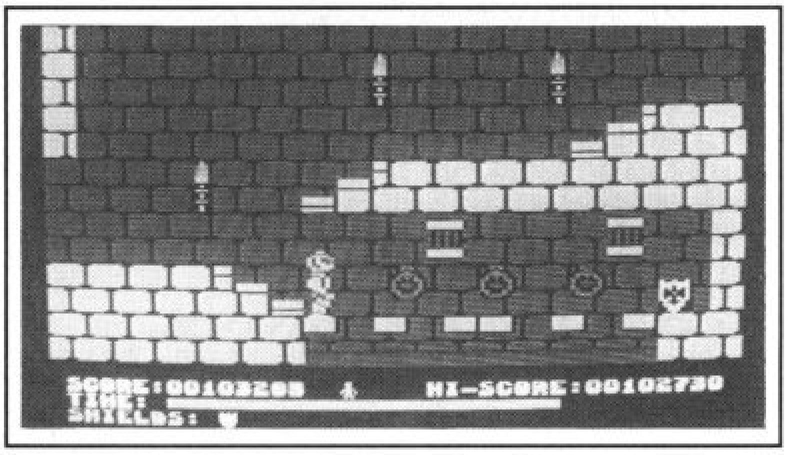
Price: £2.99/cass

If anyone's looked at the C16 and Plus/4 Software Chart recently they will have noticed that Mastertronic dominate the top nine places. Well here's a company that might rock the boat a little. This company also makes 'Cheapo' games and comes in the form of 'Americana Software' a division of US Gold.

Robo Knight then, is American Software's first release on the C16/Plus 4 and at under £3 provides lasting entertainment. The game is an arcade adventure (always popular) and the setting is an old medieaval castle, which boasts thirty-two rooms for you to negotiate.

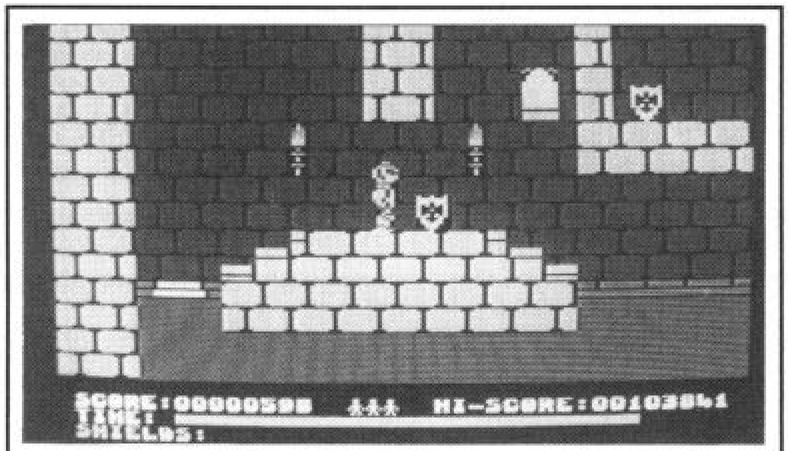
You play the role of 'Robo' the brave knight, who's task it is to collect the Magical Shields which are found in certain rooms of the castle. Once you have collected all your shields, you make your way to the exit which surprise, surprise, is unlocked. You are now awarded the Sword of Power. But wait for it — the exit is relocked and it's back to the beginning until you reach the Sword of Power once more (the second time is to gain points).

To help brave old Robo with his ordeal, he is given three lives (not many I know but they weren't very generous in those days). And he certainly does need them as there are doors in the floor and the walls. And just to complicate matters further, the doors in the floor are to go down to a room and the doors in the walls to go up. But that's not the end, we also have ladders which can only be used to connect platforms.



▲ Hop across the platforms to get the shield. It's a doddle, take it from me.

To hinder completion of the game most rooms have at least one drill, stepping stone and well, or a combination of all three. The drills move up and down quite quickly, so timing has to be just right if you are to pass under them. When crossing the stepping stones don't put a foot out of place or you will fall down the well. If that's not bad enough you are also under a time limit.



▲ Now there are two shields.

Graphics have been well defined and attention to detail is very good. When entering the dungeons there are barred windows and iron rings in the wall, and on practically every screen, burning torches are placed on the wall. It is all very authentic.

The only criticism I have (and it is very slight) is the sound and movement. Sound is kept to the minimum bleep for collecting a shield and a sort of crash noise when Robo dies. Unfortunately Robo's movement is a bit too fast. This can be frustrating when only slight movement of the joystick is needed. Generally speaking these are only minor faults in a really addictive game that gives you hours of soul-destroying entertainment.

Let's hope that American Software convert more titles and keep supporting the C16/Plus 4.

James Pickering

Nice title screen for US Gold's second stab at a C16 game.



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

7 Overall

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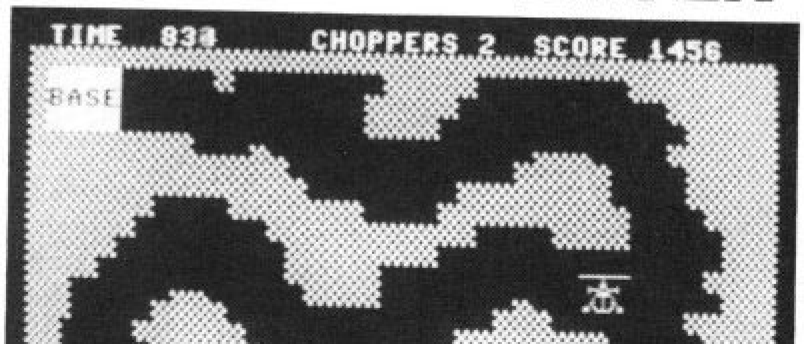

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for the Commodore 64/128
by Sandy Munro

Prince Andrew's not the only one who can handle his chopper — guide your helicopter up through the cavern and get to base as quickly as possible. There are two different screens to negotiate, and then everything starts shaking — like an earthquake. You'll need all your skill to master this one. Chopper is keyboard or joystick (port 2) operated.

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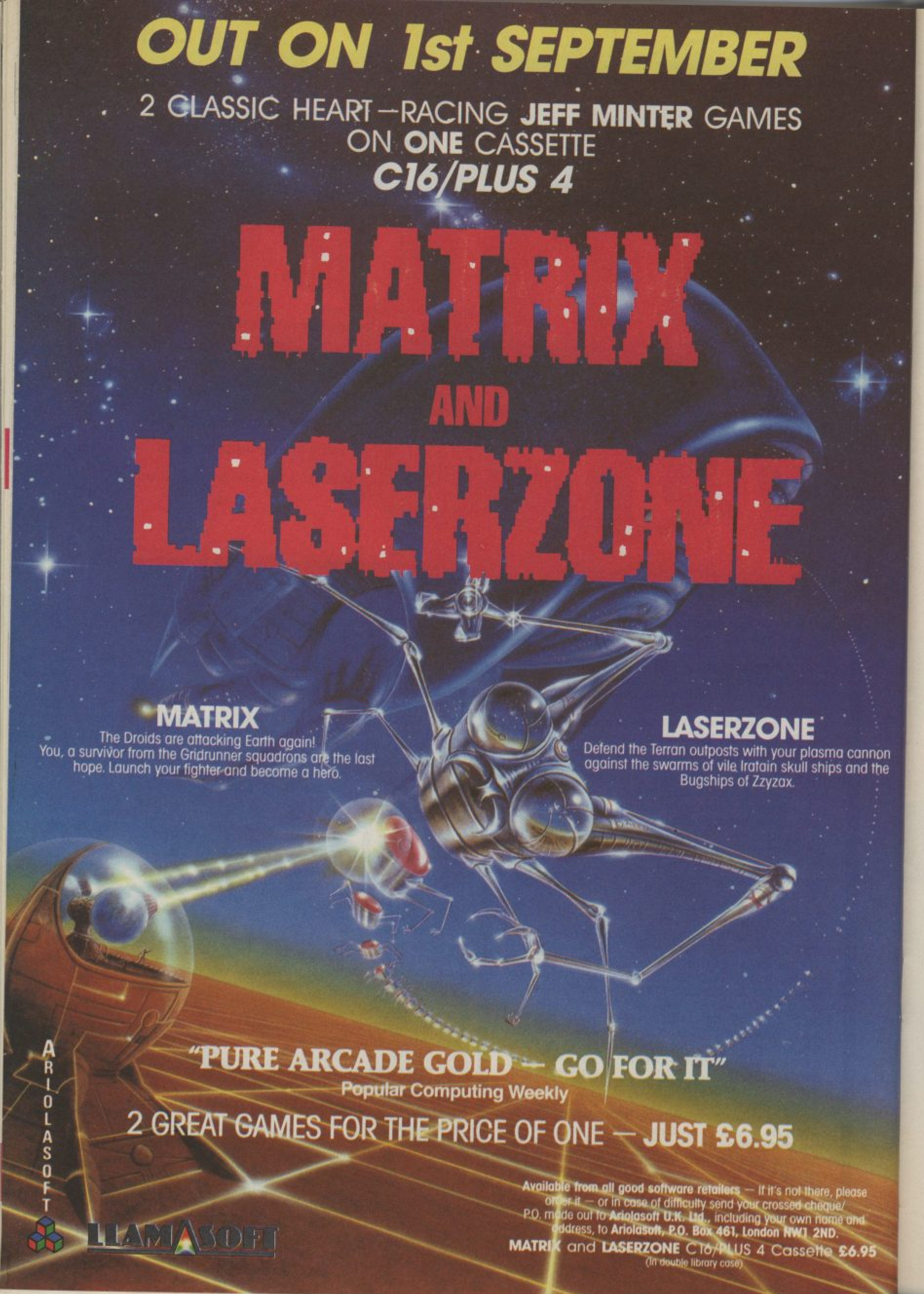



```
17 GOSUB2000
20 POKE53280,6:POKE53281,6:PRINT"(WHT)";:HS=0:CHOP=3:QQ=1
30 SC=1000
40 RESTORE:ONQQGOSUB10000,11000
50 SW(1)=14:SW(2)=13:SW(3)=15:SW(4)=13:DX=1:DY=2:N=2
1062 PRINT"(HOME)(DOWN)(DOWN)(WHT)(RGHT)(RVS)     (OFF)"
1063 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(WHT)(RGHT)(RVS)BASE(OFF)"
1064 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(WHT)(RGHT)(RVS)     (OFF)"
1070 GOTO7000
2000 REM TITLE
2010 POKE53280,13:POKE53281,13
2020 PRINT"(CLR)(BLU)";
2030 PRINT"        C H O P P E R   F U N                    BY
A.SMITH"
2040 PRINT"(DOWN)(DOWN)(DOWN)  GUIDE YOUR CHOPPER THROUGH THE MAZES(DO
WN)   TO THE BASE USING:-"
2050 PRINT"                F 5
2052 PRINT"                 |
2055 PRINT"                 |
2060 PRINT"            CBM ---+--- SHIFT
2062 PRINT"                 |
2065 PRINT"                 |
2070 PRINT"                F 7
2080 PRINT"(DOWN)YOU CAN ALSO MOVE DIAGONALLY.FOR EXAMPLE PRESS F5 AND
 CBM ";
2085 PRINT"AT THE SAME TIME"
2090 PRINT"(DOWN)      (RVS) OR USE A JOYSTICK IN PORT 2 (OFF)
2100 PRINT"(DOWN)       BONUS CHOPPER FOR 5000 PTS"
2110 PRINT"(DOWN)  CHOOSE KEYBOARD OR JOYSTICK CONTROL"
2120 INPUT"   (K - J)        (LEFT)(LEFT)(LEFT)(LEFT)(LEFT)";K$
2130 IFK$<>"J" AND K$<>"K"THENPRINT"(UP)(UP)":GOTO2120
2140 IFK$="J"THENK=1
2150 IFK$="K"THENK=2
2200 RETURN
2500 GOTO2500
4000 REM GAME OVER
4010 PRINT"(CLR)(WHT)":POKESP+21,0
4015 POKE53280,2:POKE53281,2
4020 PRINT"(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)"TAB(
11)"G A M E   O V E R"
4025 PRINT"(DOWN)(DOWN)(DOWN)"TAB(11)"YOUR SCORE WAS"HI
```





```
4027 WAIT197,64:FORDL=1TO2000:NEXTDL:WAIT197,64
4030 PRINT"(DOWN)(DOWN)(DOWN)"TAB(5)"(RVS) PRESS ANY KEY TO PLAY AGAIN
"
4035 FORI=0TO50:GETA$:NEXT
4040 GETA$:IFA$=""THEN4040
4050 RUN
5999 :
6000 REM *** JOYSTICK ***
6005 REM ***   CONTROL PORT 2  ***
6010 ONKGOTO6015,6040
6015 JV=PEEK(56320)
6020 IF(JVAND1)=0THENSY=SY+2*(SY>1)
6025 IF(JVAND2)=0THENSY=SY-2*(SY<255)
6030 IF(JVAND4)=0THENSX=SX+2*(SX>1)
6035 IF(JVAND8)=0THENSX=SX-2*(SX<350)
6037 GOTO6062
6040 K1=PEEK(197):K2=PEEK(653)
6042 IF(K1=6)THENSY=SY+2*(SY>1)
6044 IF(K1=3)THENSY=SY-2*(SY<255)
6046 IF(K2=2)THENSX=SX+2*(SX>1)
6048 IF(K2=1)THENSX=SX-2*(SX<350)
6062 ONFL GOSUB9000
6070 POKESP,SX+256*(SX>255):POKESP+16,(PEEK(SP+16)AND254)OR-(SX>255):P
OKESP+1,SY
6073 IFSW=5THENSW=0:POKE2040,SW(N):N=N+1:IFN=5THENN=1
6074 SW=SW+1:SC=SC-1:GOSUB10230:IFSC<0 THEN 4000
6075 IFPEEK(SP+31)<>0THEN8000
6080 GOTO6010
6999 :
7000 REM DEFINE SPRITES
7010 SP=53248
7020 FORT=0TO191:READA:POKE832+T,A:NEXTT
7030 POKE2040,13
7040 POKESP+21,1:POKESP+39,7
7045 SX=310:SY=218
7050 POKESP,SX+256*(SX>255):POKESP+16,(PEEK(SP+16)AND254)OR-(SX>255):P
OKESP+1,SY
7060 PP=PEEK(SP+31)
7499 :
7500 REM SET UP SID
7510 SO=54272
7520 FORT=0TO28:POKESO+T,0:NEXT
7530 POKESO+5,9:POKESO+6,240:POKESO+24,15:POKESO,200
7599 GOTO6000
7600 :
7610 :
8000 REM HIT
8002 IFSX<68 AND SY<70THEN9500
8005 POKESO+4,33
8010 FORT=10TO35:POKESO+1,T:POKE53280,T:NEXTT:POKE53280,6
8015 POKESO+4,32
8020 SX=310:SY=220:CHOP=CHOP-1:HI=HI+(250-SY):SC=1000:GOSUB10220
8025 IFCHOP<1THEN4000
8027 POKESP,SX+256*(SX>255):POKESP+16,(PEEK(SP+16)AND254)OR-(SX>255):P
OKESP+1,SY
8030 PP=PEEK(SP+31)
8050 GOTO6080
8999 :
9000 REM EARTHQUAKE
9010 POKE53270,(PEEK(53270)AND248)+X:X=X+DX:IFX=7 OR X=0 THEN DX=-DX
9100 RETURN
9499 :
9500 REM BONUS !  START NEW GAME
9510 IFSX>40 AND SY>56THEN6080
9512 SX=310:SY=220:HI=HI+SC:SC=1000
9513 IFCHOP<1THEN4000
9515 PP=PEEK(SP+31)
9520 HI=HI+1000:QQ=QQ+1
9530 IFHI>5000 AND IH=0THEN CHOP=CHOP+1:IH=1
9540 IFQQ>2THENQQ=1:FL=1
9550 GOSUB10220
9555 POKESO+4,17:FORNN=1TO10
9560 FORT=20TO40STEP2:POKESO+1,T:NEXTT
9570 FORT=40TO20STEP-2:POKESO+1,T:NEXTT
9580 NEXTNN:POKESO+4,16
9614 POKESP,SX+256*(SX>255):POKESP+16,(PEEK(SP+16)AND254)OR-(SX>255):P
OKESP+1,SY
9615 PP=PEEK(SP+31)
9620 GOTO40
9999 :
10000 PRINT"(CLR)(DOWN)████████████████████████████████████████";
10002 PRINT"██          ███████████████         ████";
10004 PRINT"██              ████████           █████";
10006 PRINT"██                 ███           ███████";
10008 PRINT"████     ▄▄         █                 ██";
10010 PRINT"█████     ██                          ██";
10012 PRINT"██████    ███                       ████";
10014 PRINT"█████     ████      █████           ████";
10016 PRINT"████     ███████     █████████       ███";
10018 PRINT"███      █████████████████████        ██";
10020 PRINT"██████     █████████████████          ██";
10022 PRINT"█████    ████████████████████       ████";
10025 PRINT"██████   ██████████████████████    █████";
10027 PRINT"██████     ██████████    █████      ████";
10030 PRINT"████      ██████                     ███";
10035 PRINT"███████                            █████";
10040 PRINT"█████                ▄▄             ████";
10045 PRINT"███                 ████             ███";
10050 PRINT"█████    ██████████████████████  ███████";
10060 PRINT"████                                  ██";
10070 PRINT"████                                   █";
10080 PRINT"██████▄▄▄▄     ▄▄▄                     █";
10090 PRINT"██████████████████████                 █";
10095 PRINT"███████████████████████████████████████";
```



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```
10199 :
10200 REM SCORE UP-DATE
10210 PRINT"(HOME) TIME          CHOPPERS    SCORE"
10220 PRINT"(HOME)"TAB(23)CHOP"(LEFT) ";TAB(32)HI"(LEFT) "
10225 POKESP+21,1
10230 PRINT"(HOME)"TAB(6)SC"(LEFT) "
10290 RETURN
10999 :
11000 PRINT"(CLR)(WHT)(DOWN)████████████████████████████████████████";
11002 PRINT"█         █         █████        ████████";
11004 PRINT"█                 █████           ██████";
11006 PRINT"█                 ████             █████";
11008 PRINT"█████████   ▄               ▄▄▄    ██████";
11010 PRINT"██████████████            █████    █████";
11012 PRINT"███████████████        ████████    █████";
11014 PRINT"███████    ███████    ██████████    ████";
11016 PRINT"██████       ███████████    ████     ███";
11018 PRINT"█████         ████████                 ██";
11020 PRINT"████          █████                 ████";
11022 PRINT"███      ▄▄     ████       ▄           ███";
11025 PRINT"███    ████              ███       █████";
11027 PRINT"██    ██████           ████████     ████";
11030 PRINT"██     ██████        █████████     █████";
11035 PRINT"███      ██████    ████████████       ██";
11040 PRINT"██     ███████████████████████    ██████";
11045 PRINT"███     ████████████████████        ████";
11050 PRINT"██     ██████████     ████████     ██████";
11060 PRINT"█       ██████          ███████     █████";
11070 PRINT"███                                     █";
11080 PRINT"█████             ▄▄▄                  █";
11090 PRINT"██████         ████████                █";
11095 PRINT"███████████████████████████████████████(HOME)";
11100 GOSUB10200:RETURN
19999 :
20000 REM *** SPRITE CHOPPER 1 ***
20001 DATA0,0,0,0,0,0,127
20003 DATA255,254,0,16,0,0,16
20004 DATA0,0,56,0,4,56,64
20005 DATA7,199,192,4,124,64,0
20006 DATA254,0,1,17,0,1,17
20007 DATA0,3,17,128,5,17,64
20008 DATA29,147,112,28,254,112,0
20009 DATA0,0,0,0,0,0,0
20010 DATA0,0,0,0,0,0,0
20011 DATA0
20020 REM *** SPRITE CHOPPER 2 ***
20021 DATA0,0,0,0,0,0,1
20022 DATA255,0,0,16,0,0,16
20023 DATA0,0,56,0,4,56,64
20024 DATA7,199,192,4,124,64,0
20025 DATA254,0,1,17,0,1,17
20026 DATA0,3,17,128,5,17,64
20028 DATA29,147,112,28,254,112,0
20029 DATA0,0,0,0,0,0,0
20030 DATA0,0,0,0,0,0,0
20031 DATA0
20040 REM *** SPRITE CHOPPER 3 ***
20041 DATA0,0,0,0,0,0,127
20043 DATA255,254,0,16,0,0,16
20044 DATA0,0,56,0,4,56,64
20045 DATA7,199,192,4,124,64,0
20046 DATA254,0,1,17,0,1,17
20047 DATA0,3,17,128,5,17,64
20048 DATA29,147,112,28,254,112,0
20049 DATA0,0,0,0,0,0,0
20050 DATA0,0,0,0,0,0,0
20051 DATA0
20060 REM ******END******

READY.
```



EASY ENTER

Our New Easy Enter system makes program entering even simpler. It works like this:

Control codes appear in plain English (always inside brackets). Just look them up in the list below. For example: (DOWN) means 'press the cursor down key'. We've included the graphic itself in the table so that you can check you've got it right.

Actual graphic characters are not changed and appear as they do on screen — you'll find them all printed on your keyboard.

Control Codes

(UP)	press cursor up key
(DOWN)	press cursor down key
(LEFT)	press cursor left key
(RGHT)	press cursor right key
(HOME)	press HOME key
(CLR)	press SHIFT/HOME
(INST)	press SHIFT/DELETE
(RVS)	reverse on
(OFF)	reverse off
(F1)etc	press function key indicated
($130)	flash on (16 and Plus/4)
($132)	flash off (16 and Plus/4)

Colour Codes

(BLK)	press CTRL and 1
(WHT)	press CTRL and 2
(RED)	press CTRL and 3
(CYN)	press CTRL and 4
(PUR)	press CTRL and 5
(GRN)	press CTRL and 6
(BLU)	press CTRL and 7
(YEL)	press CTRL and 8
(ORNG)	press CBM and 1
(BRN)	press CBM and 2
(LRED)	press CBM and 3
(GRY1)	press CBM and 4
(GRY2)	press CBM and 5
(LGRN)	press CBM and 6
(LBLU)	press CBM and 7
(GRY3)	press CBM and 8

Note: secondary colours on the 16 and Plus/4 are slightly different to the above.

POKERAMA

TEXT AND CURSOR

Yes, it's what you've all been waiting for, a bucketful of Pokes that will make your 64 do really clever, really loony tricks. Disable all kinds of things, play around with colours, the cursor, the keyboard, create special effects to baffle and stun your friends.

by Fred Reid

Detect key pressed:

PEEK (197) will return a number related to the key pressed, if the number returned is 64 then no key is pressed. The following program will return the value of a key pressed:

```
10 GET K$: IF K$= "" THEN 10
20 PRINT PEEK (197): GOTO 10
```

Text mode control:

PRINT CHR$ (14): sets upper and lower case text. To revert to upper case and graphics, **PRINT CHR$ (142).**

Multiple key repeat:

POKE 650, 255: to make all the 64's keys repeat like the cursor keys. To disable the repeat function completely, **POKE 650, 64** and to restore the repeat on the cursor keys, **POKE 650, 0.**

Set key repeat delay:

You can vary the delay before a key repeats between 0 and 4 seconds by Poking location **651** with a number between 0 and 255. For example, **POKE 651, 255** produces a very long delay.

Check for shift keys:

PEEK (653): will return a value between 0 and 7. Refer to the following table to see what combination of shift keys are being held.

Value	Keys:
0	None
1	shift
2	CBM
3	CBM and shift
4	CTRL
5	CTRL and shift
6	CTRL and CBM
7	CTRL, CBM and Shift

Reverse characters:

POKE 199, 18: sets reversed characters, whilst **POKE 199, 0** restores normal characters.

Position your Cursor:

You can read the hozontal position by **'PEEK (211)'** or set it (say before an INPUT) with **'POKE 211, (0-39)'**. Similarly, the vertical position can be read by **'PEEK (214)**, and set by **'POKE (214), (0-24)**.

Screen On/Off

POKE 53265,11: turn the screen off so that it looks as though it's loading a program. Type **POKE 53265, 27** (you'll have to do it blind) to turn it back on again.

Invisible Cursor:

POKE 788,51: this one makes the cursor disappear completely.

COLOURS

Read background colour:

PEEK ((647 or 16); reads the background colour under the cursor.

Set character colour:

POKE 646, (0-15); sets the character colour while a program is Running without using Print.

Set border and background colour:

POKE 53280, (0-15): will change the screen's border to one of the 16 possible colours while **POKE 53281, (0-15)** will similarly set the background colour — everybody should know these two!

Graphics control registers:

Location **53265** can best be thought of as eight separate switches, each doing it's own thing. Between them, bits 0, 1 and 2 can contain a number up to 7, and control the 64's much renowned smooth scrolling in the vertical plane. Bit 3 is used to select 24 or 25 row display, and bit 4 can be used to blank the screen to the border colour (like when you Load from cassette), having the effect of speeding things up slightly.

Setting bit 5 to a '1' turns on the hi-res bit map, giving you a resolution of 320 × 320 pixels. Bit 6 is used to select extended colour mode, allowing you to use up to four different background colours at the same time.

Another location that performs complementary functions is **53270.** Bits 0, 1 and 2 control smooth scrolling in the horizontal direction, while bit 3 selects 38 or 40 columns. Bit 4 can be used to select multi-colour mode, but this is pretty advanced stuff! Bits 5, 6 and 7 are unused.

To switch a bit on, you will need the following formula:
POKE [location], PEEK [location] OR 2↑[bn] where 'bn' is the bit number (0-7) you wish to switch. You can use a similar formula to switch a bit off again: **POKE [location], PEEK [location] AND (255—2↑[bn]**

A LITTLE PROGRAM

The following program will enable you to change the very heart and sole of your computer!

```
10 REM COPY AND SWITCH
   KERNAL ROM
20 FORK = 828T0868:
   READA: POKEK, A : NEXTK
30 SYS828
40 PRINT "JOB DONE,
   SYS828 TO RE-
   INITIALISE"
50 DATA 169. 160, 133, 252,
   169, 224, 133, 254
60 DATA 169, 0, 133, 251,
   133, 253, 168, 177
70 DATA 251,145, 251, 177,
   253, 145, 253, 200
80 DATA 208, 245, 230, 252,
   230, 254, 208, 239
90 DATA 120, 165, 1, 41,
   253, 133, 1, 88, 96
```

After Running the program, you will be able to Poke numbers directly into the computer's Basic interpreter and operating system. So here goes:

Customized screen colours:

You can make your 64 take on your own choice of screen, border and text colours after a cold start (SYS 64738) with the following Pokes.
POKE 64982, 229: selects your customized version after the cold start while **POKE 64982, 231** selects the normal ROM.
POKE 58677, (0-15): sets text colour.
POKE 60633, (0-15): sets border colour.
POKE 60634, (0-15): sets screen colour.
If you're sick of having to press CBM before your tape program will load, or wait 8.5 seconds, **POKE 58593, 0** will remove the pause. **POKE 58593, 255** on the other hand, will extend the pause to about 15 minutes!

Customized messages:

Try typing in this short program:

```
10 B=(41525-1): A$ =
   "SODIT (SPC)"
20 FORI = 1 TO (LEN (A$))
30 POKE B+I, ASC (MID$
   (A$S,I,1))
40 NEXTI
```

After running it, you will notice that instead of the usual 'SYNTAX ERROR' message, you get 'SODIT! ERROR'! you can similarly change any of the Basic command words, error messages, Basic interpreter messages, or even the power-up message! The text for these messages can be found between the following addresses:
Basic command words — 41110 to 41373.
Basic error messages — 41374 to 41767
Basic interpreter messages — 41828 to 41865.
Power up (reset) message — 58463 to 58540.

Any Poke within these areas of memory will change a character in one of the messages, try it and see.

Shift RUN/STOP:

Normally, pressing Shift and RUN/STOP will Load and Run a program on tape. By changing the text between locations **60647** and **60655**, you can make other things happen. For example, try the following short program:

```
10 B=(60647-1): A$= "LIST
   [4 SPC]" +CHR$ (13)
20 FORI = 1TOLEN (A$)
30 POKE B+I, ASC (MID$
   (A$,I,1))
40 NEXTI
```

Pressing shift RUN/STOP will now print LIST on the screen, followed by a Return, Listing your program. Similarly, you could place any command here for immediate execution, or if you change the **+CHR$(13)** in line 10 to **+CHR$(32)**, any message can be printed without a 'Return' after it.

DISABLES

Disable RUN/STOP:

POKE 788,52 prevents a program being halted by pressing the RUN/STOP key. An unfortunate side effect is that the Jiffy clock (TI and TI$) is also disabled. RUN/STOP-RESTORE will still work.

Disable RUN/STOP-RESTORE:

POKE 808, 234: prevents a program being reset (a warm start). This also has the effect of disrupting List.

Prevent List:

There are many ways of preventing a program from being Listed (see Disable RUN/STOP-RESTORE), the simplest being to end a program line (preferably near the beginning) with a ':REM' followed by a shifted 'L'. Any list operation will be terminated at this point. A more fool-proof method is to alter the List vector in locations (774-775). If you merely wish to hide your program from prying eyes. **POKE 774, 134: POKE775, 227** will Disable List without disturbing the program. For higher level security, **POKE774, 226: POKE 775, 252** will execute a cold start if List is typed.

List Trick:

POKE 774,0: if you want to be really clever, use this POKE so that when someone types list, only the line numbers will appear.

Disable Save:

POKE 818, 134: POKE 819,227: prevents a program being Saved without affecting the program, while **POKE 818,226: POKE 819, 252** will execute a cold start.

To prevent changing text modes from the keyboard (shift/CBM) **PRINT CHR$(8). PRINT CHR$ (9)** will restore control to the keyboard.

Disable SHIFT:

POKE 657, 00: prevents the use of the Shift keys. To enable them again use **POKE 657, 128.**

Prevent keyboard entry:

POKE 649, 0: completely disables the keyboard. **POKE 649, 10** will re-enable it.

SPECIAL EFFECTS

Pokeing around your 64 can produce some pretty weird effects, here are some of the more useful ones!

Single Poke draw:

POKE 788, 80: is all you need to turn your screen into a drawing board. You can use the cursor keys to move around, and the CTRL and CBM keys with numbers 1-8 to change the colours.

Poor man's word processor:

POKE 22, 35: has the strange effect of not printing line numbers when you list a program. By simply typing in a line number followed by a line of text instead of a program line, you can use your 64's powerful screen editor to manipulate text. By the way, you must enter the Poke after writing your text, then type LIST.

Earthquake:

Want to make your screen shake as though you were sitting on top of an earthquake? Simply type in the program below.

```
10 FOR A = 0 TO 255
20 POKE 53720, A
30 NEXTA
40 POKE53720, 200: END
```

Hold the front page!



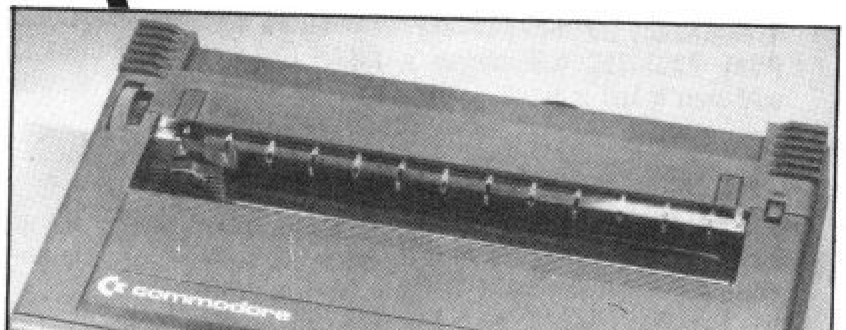
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We're all sweating here in the newsroom because we've got no news for the front page (just like The Sun). So we need you to save us from the mad editor's wrath. You must write and design the front page (never mind page three) of a newspaper — any you like, real or imaginary. Make up your own title, write the stories and draw the pictures. Get the idea?

Better hurry and get your pens and paper. The editor's already bawling out of his office, and the printing presses are ready to roll. The paper depends on you. So your entry had better arrive here before the 15th September. Go to it — we know you can make that deadline.

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INTO THE VALLEY

by Keith Campbell



Your adventure runs as a stand-alone program.

THE GRAPHIC ADVENTURE CREATOR

Incentive Software
Commodore 64
Price: £22.95/cass £27.95/disk

The Graphic Adventure Creator is a very clever utility that lets you create an adventure from a simple system of data entry, without the need to know any computer language. Using it, you can draw and integrate pictures into your adventure and have the whole thing running stand-alone at machine-code speed.

At start-up you're presented with a comprehensive menu, from which all activities are selected. Entering a list of valid verbs is the first task, for without these in memory, it is not possible to complete room entries.

Once in the verb editor, it's simply a matter of typing the verb number, followed by a space, and then the verb itself, and pressing RETURN. This moves the entry from the input area at the bottom of the screen, and inserts it into a vertical list above.

Making changes to any of the verbs entered is simplicity itself. Pointing to the centre of the list, is an arrow. When the UP or DOWN cursor key is held down, the list scrolls in the appropriate direction. Stopping the list when the required verb is opposite the arrow, and pressing RETURN, brings the word down into the input area for editing.

Nouns and adverbs are treated in exactly the same way, each being an option from the 'home' menu. From wherever you are, returning to the 'home' menu is always achieved by pressing the left arrow at the top left of the 64's keyboard.



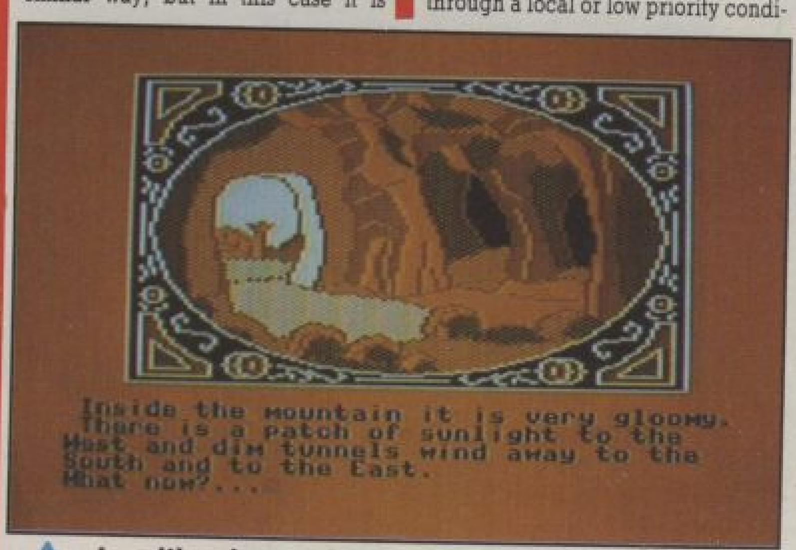
Main menu lists all the Graphic Adventure Creator's functions.

Room descriptions are entered in a slightly different way. A prompt asks which location number is to be entered, and on replying, if it is a new one, a blank screen is shown with the cursor positioned at the top. Text is entered, and in pressing RETURN, the user is prompted for 'connections'. These link the rooms, and are entered in free format, as a 'verb' followed by a room number.

For example, if EAST leads to room 3, and NORTH leads to room 4, then the entry here would be: EAST 3 NORTH 4. Instead of, or as well as the full direction, abbreviations E and N may be used. But since these are treated as verbs, they must be entered in the verb list.

Finally, a picture number is requested, and this is entirely optional. If you have used the graphics part of the program to create a scene for the location, then its number is entered here.

Messages are also treated in a similar way, but in this case it is simply a matter of entering a message number followed by text.



Just like the professionals, an impressive mix of text and graphics.

The data that has been entered is handled by the resultant adventure program through the various CONDITIONS supplied by the user. Here is where the heavy thinking must be done. There are three types of condition: High Priority, Low Priority, and Local.

Local conditions are specific to a room, and are checked immediately after a player has entered a command. Low Priority conditions are checked after the player's command has been entered, but are not specific to the room he is in.



Verb Editor — enter the verb and its number.

High priority conditions are checked before the player's input is requested, but after the actions taken as a result of the player's previous command.

For example, if opening a door in a room causes a draught to blow, through a local or low priority condition, then a high priority condition might check to see if the wind is blowing AND the player is holding a candle AND the candle is lit. If so, the room would be put in darkness.

This is all done through the setting of markers and counters in the actions taken as a result of the condi-



Producing graphics is just like using an art package.

tion checks.

The graphics part of the utility is extremely easy to use; of course, you need to be a bit of an artist to be able to produce something worthwhile! But it is literally like drawing.

The adventure can be saved either to tape or disk, from both the tape and disk version of the program. The resulting adventure game will run on its own, without the need of the GAC. Alternatively, you can save just the data, to load back into the GAC for continuing the writing process.

I found the Graphic Adventure Creator a very easy-to-use program, that builds up an adventure in a logical way. With its built-in debugging aids and easy to follow manual, the only mistakes you are likely to make, are in your own logic in the game design!

HUNCHBACK — The Adventure

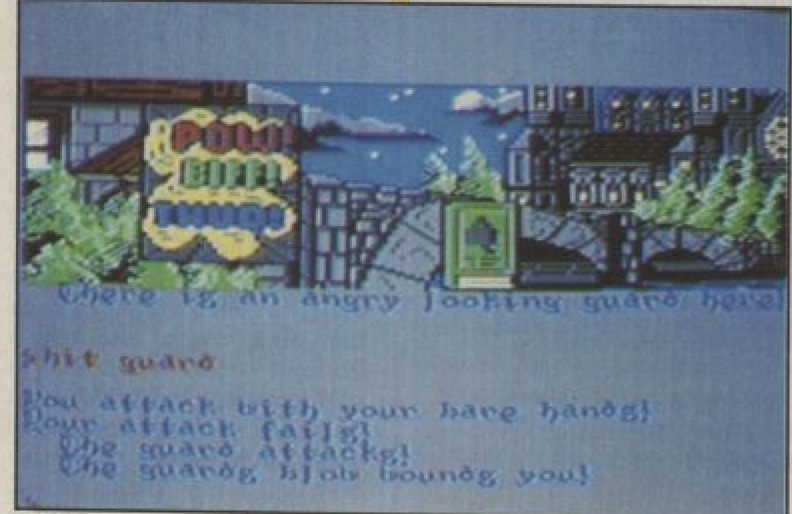
Ocean
GrA
Commodore 64

Price: £8.95/cass

If you played Neverending Story, you'll be familiar with the format of Hunchback. First you load the program, and then the data for Part 1. There are three parts in all, and each set of data is loaded into the resident program, when required.

The game starts loading to a couple of catchy pieces of music, and then you start getting problems. A strip across the top of the screen displays a quite effective picture. This remains on the screen, whilst cameos of objects carried, and a mini location picture are superimposed upon it. The problem is that it is almost impossible to distinguish the cameos against the background, and the whole thing becomes a mess.

The text, blue on grey, is in an attractive gothic character set — attractive until you try to read it, when certain letters prove difficult to distinguish.

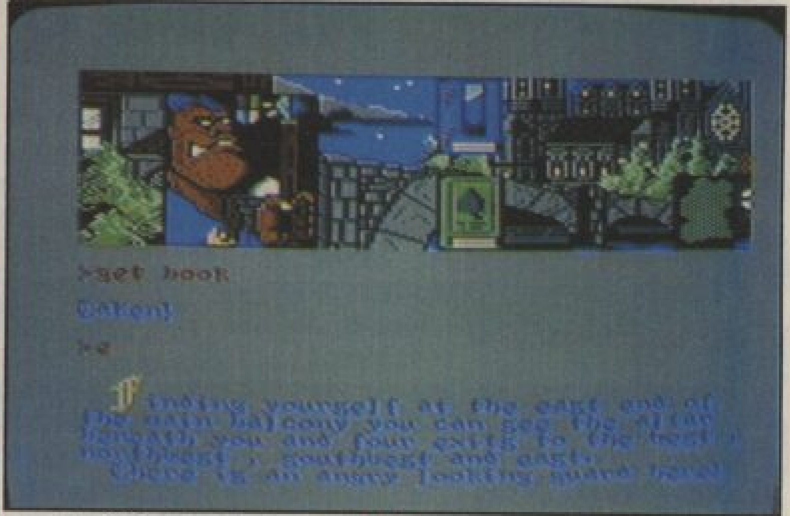


Comic-style graphics accompany the action.

As Quasimodo, your task is to escape from inside Notre Dame cathedral, challenge and beat the evil cardinal, and rescue the fair Esmerelda (she must have a lot of patience) whom he has imprisoned.

In your exploration of the cathedral, you are hindered by many guards, placed in position by the bishop, lackey of the cardinal. A lot of HIT GUARD entries are required, and eventually the guard will die, allowing you to pass. All this is accompanied by a commentary, and some BIFF THUD graphics.

Nice gothic lettering but it's difficult to read.



Unfortunately, sometimes the commentary gets screwed up, and you are treated to such gems as: "Your attack fails. You have killed the guard." Nice one.

Much of the text is humorous, and this comes over well. It is so easy to be corny in an adventure of this sort, but many of the descriptions and objects bring a definite smile, such as a book entitled "Bell Ringing for the Deaf." A pity, then, that it's not possible to read any of the various books that are lying around, for this would add a further dimension of humour to the game.

On the theme of bell-ringing, I come to my major gripe about the game — its vocabulary, or rather, lack of it. It is very limited, to say the least. A list of acceptable verbs is printed in the open-out cassette inlay. Admittedly they are described as 'verbs' in quotes, but the list includes directions. This is OK if you accept that entering a direction causes an action, as explained in the inlay, although it seems an unnecessary approach.

However, if you type a verb that isn't in the list, such as the command RING BELL, the response is: "There is no verb in that sentence." That is unforgivable.

Other key verbs that are missing, are KNEEL, PRAY, PULL, and EXAMINE. So it mainly appears to be a case of wandering around and doing what comes more or less naturally.

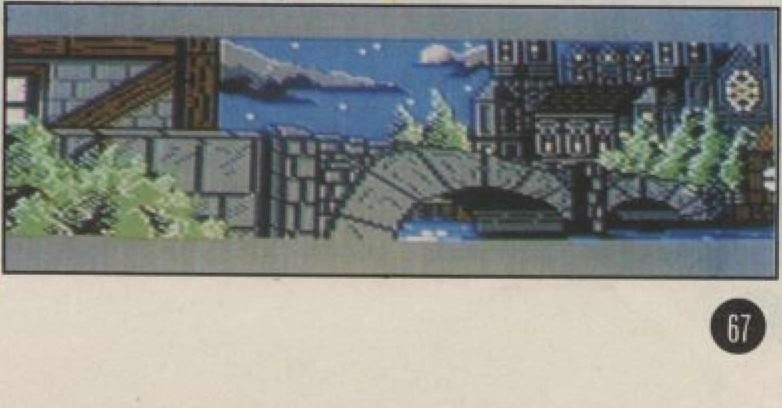
Quasimodo appears in a cameo superimposed on the screen.



You'd better get it right though — because there is no "save".

Entertaining stuff if you fancy a light-hearted laugh at the expense of a one-eyed hunchback, but not for me, I'm afraid.

Graphics	★
Playability	★★
Puzzleability	★
Overall	★★



INTO THE VALLEY

NEWS

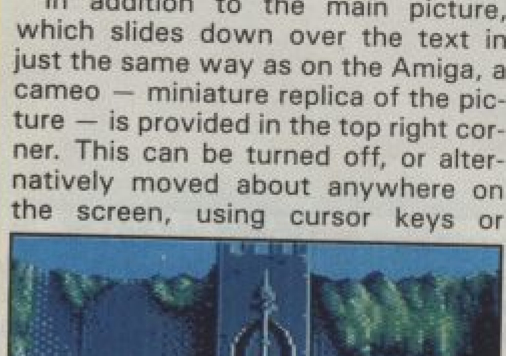
Magnetic Scrolls' *Pawn* makes its debut on the 64 and 128, on 'two or three disks'. Both versions come in the same package; if you get the 64 version you also have the 128 version.



Feast your eyes on the first screen shots from the 64 version of the Pawn. This sorry Snowman is a victim of magic — placed as guard beside the tower of Kronos.

The graphics are very similar to those on the Amiga and Atari ST, although with less variety of colour. Whites tend to be grey, for example.

In addition to the main picture, which slides down over the text in just the same way as on the Amiga, a cameo — miniature replica of the picture — is provided in the top right corner. This can be turned off, or alternatively moved about anywhere on the screen, using cursor keys or joystick. The main graphics can be slid back up out of sight, in the same way.



This palace belongs to King Erik of Korovnia.

The 128 version runs in text-only in 80 column mode. In graphic mode, it uses the same graphics file on the disk as the 64 version. Text is green on black in both cases, giving an expensive 'monitor' look to your TV!

The Amiga version is the only one to feature sound. As well as an introductory theme tune, speech (when selected) will output the screen text to a loudspeaker. This version is also unique in being the only version of Pawn not to be copy protected.

Anita Sinclair explained that Amiga disks are far too unreliable to make Pawn a fair buy without multiple backups being possible. Since, typically, an Amiga disk can last as little as two or three hours before crashing, the Amiga user is advised that making a backup is the first priority on buying Pawn.

The 64 and 128 versions are priced £19.95, and the Amiga version £24.95. They will be running for all to see, and perhaps try and buy, at the PCW Show at London's Olympia, from 5th to 7th September.

Scott Adam's *Hulk,* the first of the Questprobe series, is now available as a budget adventure. Released by US Gold under the Americana label, it is selling for £2.99. The 64/128 version has instant graphics which are held in memory, whilst there is a text-only version for the C16.

For those who have not played *Hulk*, but are attracted by the title — be warned! It is an adventure of tightly locked puzzles, and takes some very clear thinking and observation to solve. Beginners are advised to try something a little easier first. Nevertheless, it is an intriguing game, and with Valley Rescue around, you've always got someone to turn to if you get stuck!

The Personal Computer World Show is at Olympia in London again this year, and opens to the general public from Friday 5th to Sunday 7th.

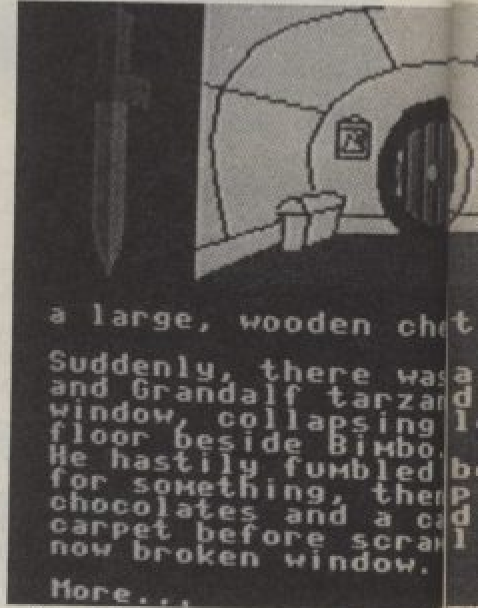
Our stand will have *Computer & Video Games, Sinclair User,* and *Commodore User* magazines on board. The Valley Rescue service will be there, and there will be a guest appearance of Daniel Gilbert and Adrian Bott, from the service.

Two more popular oldies have been re-released as cheapies. *Souls Of Darkon*, (not that old!) is available for the 64 on the Bug-Byte label, for £4.95. *Valhalla*, if you can stand the bugs and the speed, can be obtained for the 64 for a mere £2.99, and is released by Elite.

THE BOGGIT

CRL/Delta 4
GrA
Commodore 64
Price: £7.95/cass

All your favourite characters from The Hobbit gather together here to join you in *The Boggit* in yet another spoof adventure from the keyboard



Adventure satire is really catching on. Here we see the beginning to CRL's Hobbit spoof.

of Fergus McNeill. This time he's assisted by his partner Judith Child, in plotting the exploits of Bimbo, Grandalf, and Thorny.

As Bimbo, you've hardly had time to look around, before Grandalf crashes in, to command you in a not very friendly way, to go on an adventure. His little gift of chocolates is best disposed of fairly quickly, or you will not live long enough to savour the joy of winning a prize in The Price Is Right — IF you can hit on the right price!

On through the forest, a brush with some trolls is answered with the help of a cryptic hint from a theologist — take heed of what he says! Smelrond's Hall is on through the forest, and an embarrassed Smelrond, caught in a dubious activity with a very friendly elf, will give you sustenance to hurry you on your way. But not before sharing a secret with Grandalf — what are those two up to?

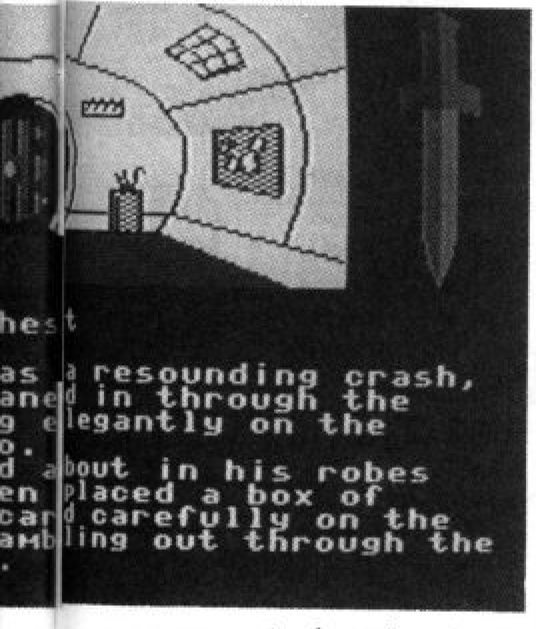
This is a three-part Quilled adventure, with graphics every so often. They're not spectacular (except in comparison with a certain serious Tolkien adventure), but they're neatly drawn, bordered with a couple of swords, and look attractive.

A RAM SAVE facility is provided, and a short tape save and load is

necessary to pass from one part to another.

If you enjoyed *Bored Of The Rings*, you'll find this equally amusing. A direct take-off of The Hobbit, it is not easy in parts. The first real sticking point comes very early on in Part 2, when you escape the Goblin's Dungeon through a springy window, and find yourself totally in the dark. In fact, if my memory serves me right, you are in a dark winding passage.

Interrupting you throughout the



game, not only is there the ubiquitous Thorny, singing about gold, but narrative events over which you have no control. These add to the general hilarity of the affair, especially in an early encounter between some smelly dwarves and Grandalf, in which you end up in the toilet with a massive hangover. If you try to use it, though, you could end up with teeth marks in an embarrassing place!

Accompanying Boggit, comes a 'freebie' in the form of Sceptical II — an Oracle lookalike with about 200 pages of ads and scandal concerning Delta 4 and their associates. Much of this consists of 'private' jokes based on real people, but it makes interesting reading, especially if you find yourself stuck in the adventure, and want a bit of light relief.

Graphics	★★★
Playability	★★★★
Puzzleability	★★★★
Overall	★★★★



ADVENTURE CHART

1	Kentilla	Mastertronic
2	Price of Magik	Level 9
3	Doomdarks Revenge	Beyond
4	Warriors of Ras	All American/U.S. Gold
5	Alter Ego	Activision
6	Seabase Delta	Firebird
7	Lord of the Rings	Melbourne House
8	Very Big Cave Adventure	CRL
9	Hunchback 3	Ocean
10	Alternate Reality	Datasoft/US Gold

TRANSYLVANIA

Mandarin Adventures
GrA
Commodore 64/128
Price: £2.95/cass

The first notable thing about this game is the quality of the graphics — they are really pretty basic. Even the now antique Hobbit had superior piccies to this offering. The plot is also fairly corny — rescue the princess Sabrina from a pseudo-Gothic Horror environment.

"Atmosphere" is created by randomly printed messages, such as a witch cackling or a deep chuckle,



which are very unconvincing. The overall impression I got was that this is a very old game which somehow missed its release date by about two years.

The parser is barely adequate,



▲ **This unsavoury looking character is a werewolf — treat with caution.**

with simple two-word commands being the order of the day. The "puzzles" are laughable. Having encountered a bullfrog who seems "rather pekish" (sic) you soon discover a swarm of buzzing flies. At a loss as to how to catch them, you wander around until — in the musty chambers of a vast and spooky castle — you find a piece of flypaper. There is no opportunity to be clever or use lateral thinking in Transylvania — it is merely a case of finding the right object.

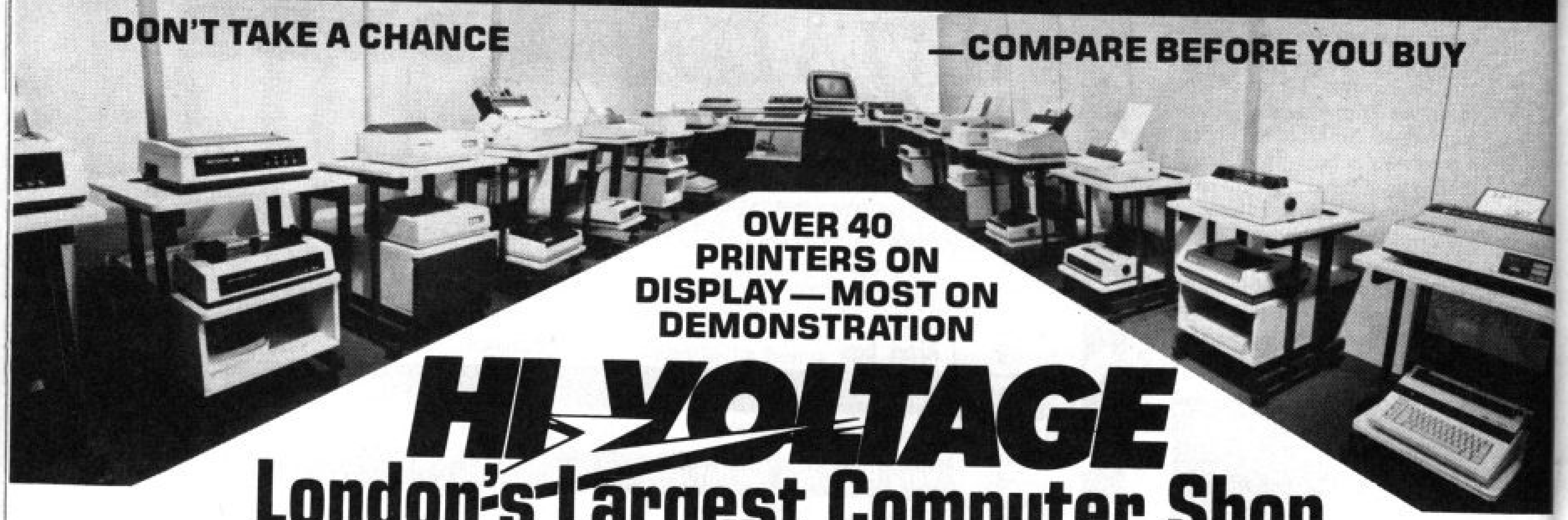
Presentation is crummy. When a room is described, the objects present are listed in this way: "There is a garlic clove," or "there is a ferocious werewolf." (How about "HERE there is . . ."?). Such additional "frills" as a bird that picks you up and dumps you in a random place, and having to input your name at the beginning of the adventure (later you find it on a gravestone . . . gosh, how scary . .) make this game ideally suited to the beginner or the younger player, but a complete no-no for more experienced adventurers.

Adrian Bott

Graphics	★★
Playability	★★★
Puzzleability	★★
Overall	★★

INTO THE VALLEY

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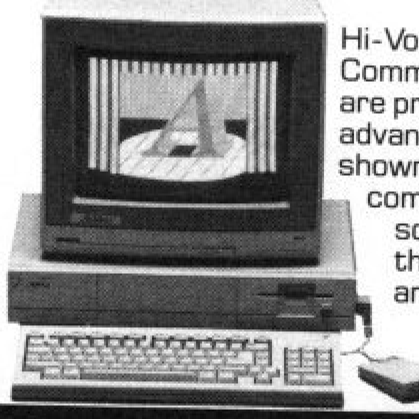


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VALLEY Rescue

Welcome to Valley Rescue. Daniel Gilbert, Adrian Bott and yours truely are already preparing for a deluge of letters to answer down at my sunny Brighton home.

PLEAS . . . AND THANKS!

Sorry, all you folk who have received answers to problems on postcards designed for the Computer & Video Games Adventure Helpline. No we haven't made a mistake, by the time you read this, the Valley cards will be well and truly in circulation, and have a heading very similar to that in the magazine.

S.R. McSweeney is playing *Starcross*, and running out of oxygen. Yet he needs to stay in the Repair Room. How can he carry out repairs to the ray gun?

And A. Cliff of Grimsby is after the exact words to use the Elfstones, in Lord Of The Rings. Who can help? Oh, by the way, AC, we're all on first name terms in the Valley! But we'll forgive you this time, since you came up with a tip on how to avoid constant crashes in Lord Of The Rings. "Entering commands with a maximum of three words means you can play for hours without having to reload." Give it a try!

Now here's someone who is stuck in Eldahi's chamber. John White of County Kildare can't get out, and he's playing Empire of Karn. Do you know how?

Edward James is inside Tylon's Castle. You know where is to be found, I hope? He can't open the steel door, nor get the liquid out of the barrel in the laboratory. Can anyone else? OK — the game's *Kentilla*. And look in the clues section for how to open the chest, Edward!

If you can help with any of these problems, or have any of your own, then drop a line to the Valley, and let us know!

SOLUTIONS OR HINTS?

Lee Martindale of Rushden, has collected nine stars in *Sorceror Of Claymorgue Castle*, and wonders if anyone has mapped out the complete game. This nicely leads me in to mention our thoughts on Valley Rescue.

It goes like this: Adventures give enjoyment through being solved, and this will be spoiled for you if we print complete solutions or detailed maps. What excitement is there, if you know where rooms are an what's in them.

Our aim will be to help you over a sticky patch when all else fails, so that you can carry on doing what you purchased the game for — solving the puzzles! The clues given each month will, in general, reflect the questions that are coming in. Of course, they may well be a little cryptic, just to give you another angle on a problem. But our replies to you will usually be a lot more direct — unless you specifically ask for an indirect clue.

Fair enough? What do you think? Have we got the philosophy right?

ROBIN OF SHERWOOD

"First of all I would like to let you know how much I enjoyed the arrival of your regular column in Commodore User. It's just great to have a Commodore dedicated Helpline," writes Peter Nys of Berlaar in Belgium. But unfortunately Peter has decided, after one try, that he is not too keen on Adventures! *Robin of Sherwood* is the first and only game he purchased, and he "wouldn't dream of going once again through months of frustration caused by a parser that prints a blank line in response to a command that is not understood."

The official hint sheet is none too helpful at times, and certainly not to Peter. So let's have a closer look at his problems. The hint he is looking at says 'Win a competition', and Peter hasn't the slightest idea of when or how to do this. I must admit this is a problem that had me beat when I played the game, for it involves going back to Nottingham, and the route is not obvious. But it is quite simple.

All you have to do, is to GO NOTTINGHAM from the forest location that tells you that you can see Nottingham in the distance. Once here, the competition should be obvious, and your skills as a bowman will win you the prize you need to kill Simon and rescue Marion.

Don't be put off adventures over this one, Peter! Remember, adventures are like books — keep trying different styles of adventure, until you find the type that suits your tastes!

RESCUE SERVICE

We were helped this month by Mike Fricker of Salisbury, and Edward James of Sunderland.

ZORK 1:
Say Temple south of it, and give the expert the break-in problem. Then kill him with the nasty knife!
FANTASTIC FOUR:
Leave the wall for the flame specialist!
EUREKA ARTHURIAN:
Go down with green fingers and get past the furry monster.
SORCEROR OF CLAYMORGUE CASTLE:
If you want to enjoy bliss more than once, do things quickly and in sequence!
GREMLINS:
To get through the locked door, let Gizmo into the ventilation system.
CIRCUS:
Find petrol in the vicinity of a petrol engine! To remove it from the tank, use an object from the tank!
KENTILLA:
Examine the bedposts! Dip what you find into the barrel!

CAMPBELL'S COMMENT

There is nothing guaranteed to raise emotions higher amongst keen adventurers than 'graphics'.

The arguments against graphics run like this. They occupy memory better used for more text, deeper plot, wider vocabulary, more intelligent parser, or varying proportions of all four, which would result in a richer adventure. They also slow down the response, making playing your way back a tiresome chore. (Even using SAVE, this may be necessary, as a flawed start may be saved.) They spoil the mental images built up by the text.

Most of these arguments can be successfully countered. Graphics with an 'off' switch only affect available memory. (Graphics with no 'off' switch, are unforgivable!) Given optional graphics, disk adventure graphics drop out of the argument, since they occupy disk space rather than memory.

This leaves just cassette games, and so memory usage is the main problem. The very first microcomputer adventures, which started the craze, were extremely short on text. They had to be, they only had 16k to run in. But lack of text didn't prevent the mind from imagining the scene. I have very vivid images of a certain deserted town out west, for example.

The arguments in favour of graphics are twofold. There are people who are so besotted by 'state of the art' programs, that unless a game makes use of all the machines advanced facilities no matter how good or bad the game is, they'll simply condemn it.

But adventures with graphics sell very well. Is that because more shops will stock them? Or have they genuinely appealed to a far wider audience? Is this the route to introduce the doubtful buyer to the fascinating pastime of Adventure? If so, then all adventurers will benefit, by more titles and cheaper prices. But if graphics devalue the games, then they are counter-productive.

With computer memory getting steadily bigger and improved text compression techniques being developed, more text than ever before can be packed into an adventure, even with graphics. But what counts, is how it is done.

NEXT MONTH

NEXT MONTH CU

Run the Gauntlet on your 64/128



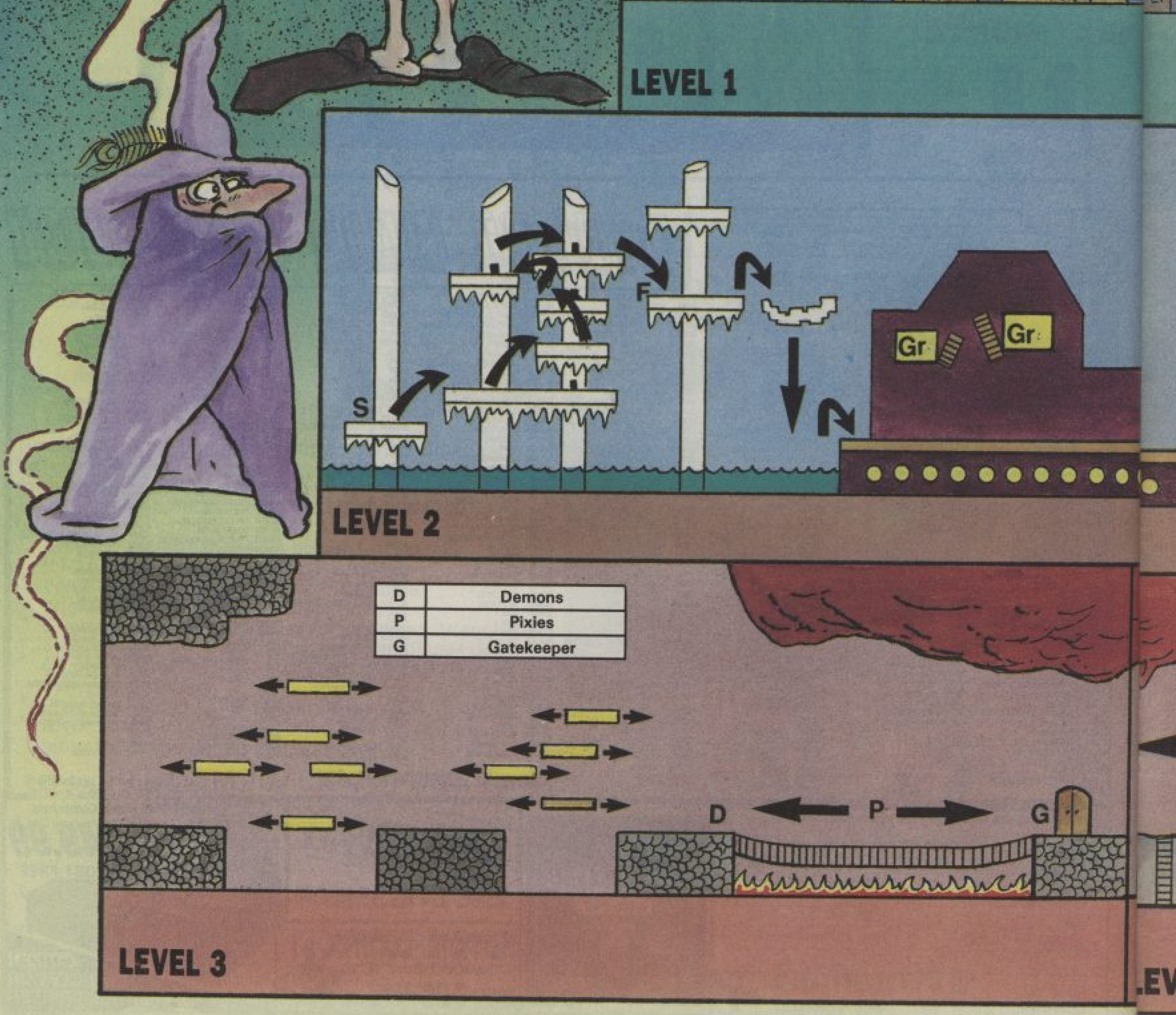
Why is Gaunlet likely to be the top selling game of '86? What's so special about this coin-op and what will the 64 version be like? All will be revealed on the 26th of September at your local newsagents for a mere £1.

NEXT MONTH CU

GHOSTS 'N'

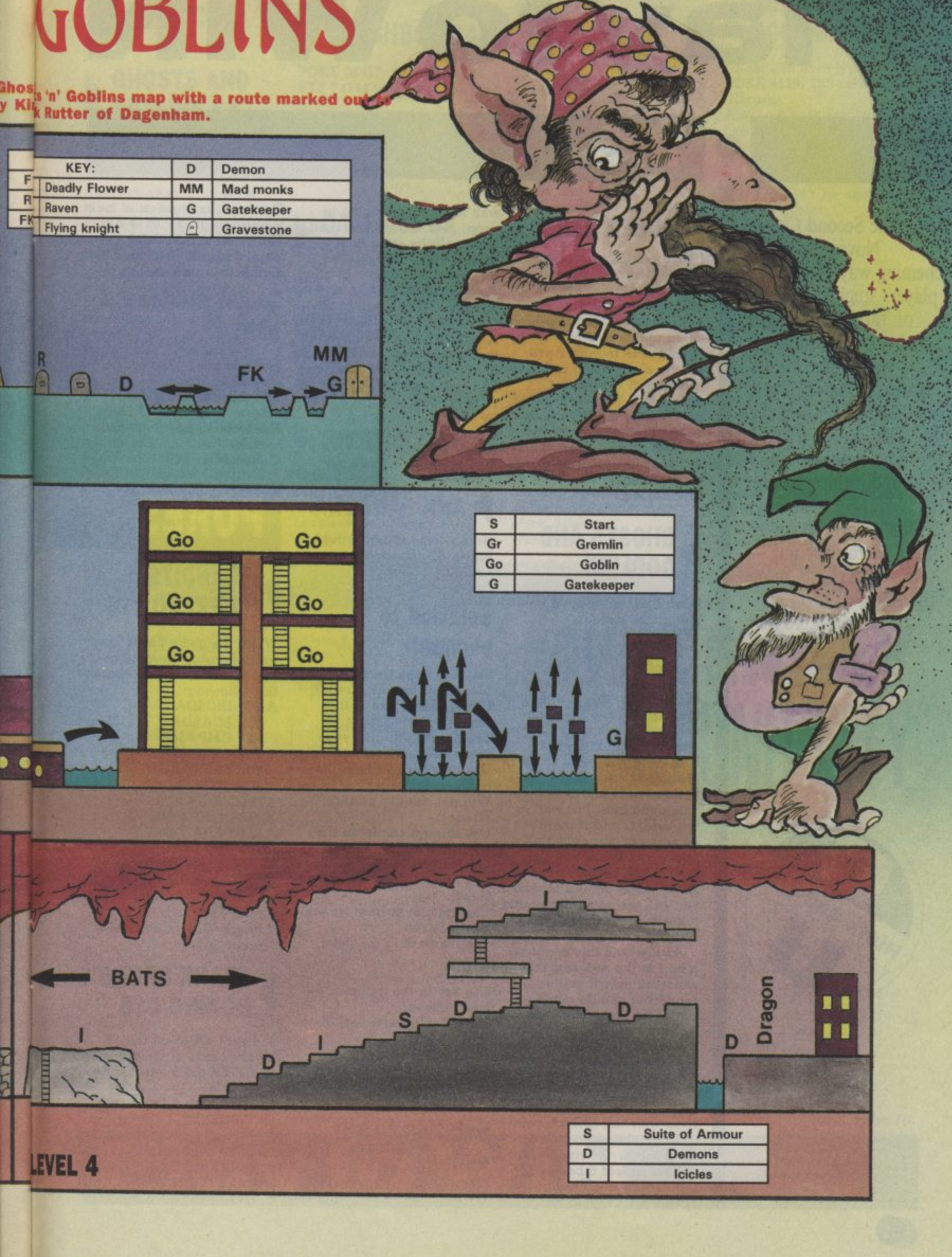
In response to pleas from many readers here's a Gh
help you avoid unnecessary nasties — sent in by





’ GOBLINS

**Ghos s 'n' Goblins map with a route marked out to
y Ki k Rutter of Dagenham.**



KEY:	D	Demon
Deadly Flower	MM	Mad monks
Raven	G	Gatekeeper
Flying knight	(gravestone symbol)	Gravestone

S	Start
Gr	Gremlin
Go	Goblin
G	Gatekeeper

S	Suite of Armour
D	Demons
I	Icicles

Play to WiN

TIPS

The Second City is Novagen's nasty scheming way of keeping players stuck in the city of Targ. We thought that was a bit mean so we put our master gamers Daniel Gilbert and Adrian Bott on the job. They had it cracked in no time — well in about thirty hours, actually.
Don't worry if you're not a Mercenary nut — we've got plenty more tips and Pokes on your favourite 64, 16 and Plus/4 games.

GREEN BERET

I have recently purchased *Green Beret* (an excellent game). But it was always difficult to use the flamethrower without getting killed until I remembered a letter I read in your April edition about using two joysticks in the game *Commando* (thanks Jasper). By pressing the fire button on the joystick in port one you will get the same effect as using the space bar.

Good luck!
Erik Bakken

GHOSTS AND GOBLINS

Rescue the princess without killing the dragon:

This next bit of info is either a bug in the game or a super tip!!!

First get up to the last part of the game; this is where the zombies rise up again and bats attack from above. Move the knight up the ladders on the giant mound of earth about half-way so nothing from above or below can touch him. Just wait on the ladders and if there's enough action happening above and below you the bottom half of the screen should flash on and off and you will see yourself running towards the princess and complete the game.

As I've said this might be a bug in the program this will work only first time round but you do get the bonus for completing the level.

BOMB JACK

Here's how to get 3 extra lives with the EXTRA coin.

To get the extra coin to drop follow the tips below:

First collect 6 bombs (do not collect any other bombs as this will ruin the secret) wait for the Bonus coin to drop, pick this up and if all goes well the extra coin should drop. This method is for screens 4, 8 and 12 only.
Richard Wagstaff, Mansfield, Notts.

Also to get high scores go to the top right platform. Stand on it and turn Auto-fire on. The score will now go up rapidly. You can also do this by standing under the bottom right platform.
Simon Keightley, Countesthorpe, Leicester.

ARK PANDORA

Here's some solutions for Rino's *Ark Pandora*.
Justin Lee Cooper, Leeds.

Solution to escape:

Get large axe from blacksmith screen (Trade).
Use the large axe in the hermit's shack screen.
The hermit will give you sharp knife.
Use the sharp knife in the gallows — free man.
Will get shining amulet. (Trade).
Use shining amulet in the witches house screen.
Get trained eagle.
Get fine net from well screen.
Use fine net in barn screen.
Catch ferret.
Use the feret in the jailer screen.
Get key.
Use key in the dungeon — free prisoner.
He will tell you to look high in the library.
Use trained eagle in the library and get map scroll.
Go to port screen and you will have escaped.

Solution to kill evil:

Get crucifix from church screen.
Fire crucifix at priest at main temple.
The priest is now dead, leaving his clothes behind — clothes have no use.

To get studded ball:

Get fine net from well. (Trade)
Use fine net in log cabin screen, get wooden handle.
Use wooden handle in well screen.
Get studded ball.

POKES

BANDITS AT ZERO C16

When the game has loaded press Runstop/Reset to get into the Monitor and type in the following:

```
A 670 INC$DA
  672 LDA$DA
  674 CMP#$47
  676 BNE$067A
  678 DEC$DA
  67A RTS
A2B5C JMP$0670
A39FA CMP# $00
A2CB6 LDA# $00
G3600 TO START
```

This will give you an extra shield every time you are hit up to 64 shields then it will stay at 64 shields.
Richard 'B.A.' Campbell London N.17

FRANK BRUNO'S BOXING C16

1. Load "Elite" on the labelled side of the tape.
2. ENTER the 3 letter code as "CBM".
3. ENTER the 6 letter code as "LBDEEZ".
4. Flip the tape over and load the next boxer.
5. ENTER the 3 letter code again as "CBM".
6. ENTER the 6 letter code

as "UATWIW".
7. Then Load Boxer 3.
H. Jenkins,
Gwent.

GHOSTS AND GOBLINS 64

Load game, reset and type the following pokes in:
POKE 4070, 170 to start you a screen away from each level after the first level.
POKE 4170, 10, to stop any sprite detection.
POKE 4070, 160 complete level one and you can go where you usually can't.
POKE 2198, 1-250, to change the colour of the sprites.
Darren Hill,
Congleton, Cheshire.

CAULDRON II 64

All pokes require a full reset before you can use them.
POKE 40315, 221 (Return)
POKE 40316, 248 (Return)
Helps you to move around the palace.
POKE 36152 (number of pumpkins)
SYS 32777 to start game.

DOUGHBOY 64

POKE 34457, (0-10 lives)
SYS 34144 to start game.

To help you to catch DIANA:
POKE 4630, 221 (Return)
POKE 4631, 248 (Return)
SYS 8192 to start game.

CAVERNS OF ERIBAN 64

To help your programs round the cave type:
POKE 48291, 221 (Return)
POKE 48292, 248 (Return)
SYS 50333 to start game.
Alexander Andelkovic,
Norsborg, Sweden.

KIKSTART 64

This tip enables you to fly over all sixteen courses, but still have control over acceleration, deceleration and jumping.
M23E8 change B1 to BF:SYS 8192.
After altering the number, press return, reset the computer and type in the SYS code.
James Pickering,
Hornsea.

CHESS Plus/4

Plus/4 owners will have found that certain games do not run properly on their micro. e.g. Mastertronic's *Rockman* and Andromeda's *Chess.*

The graphics for both of these games crash after loading. So to get the correct graphics type this poke before loading.
POKE 65299, 17 : LOAD"", 1, 1

The game will now work correctly.

N.B. After entering the poke the screen turns into a mess of characters. Do not worry this is alright.
POKE 65299,17 : RUN can also be entered after loading.
Mark Adams,
Winstanley, Wigan.

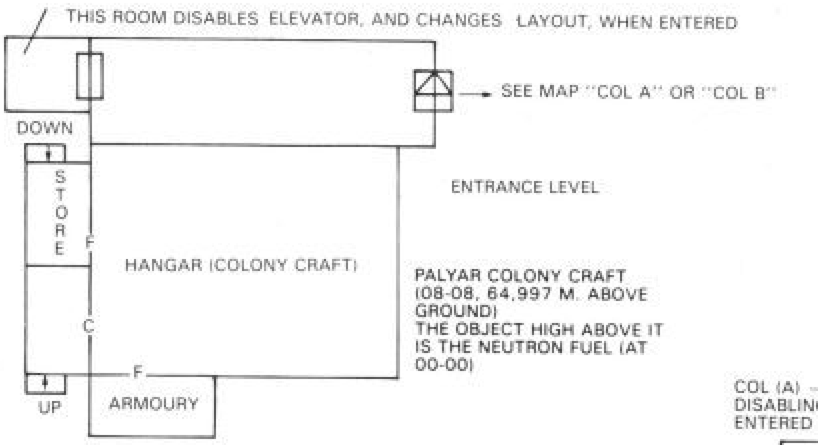
RETURN OF ROCKMAN C16

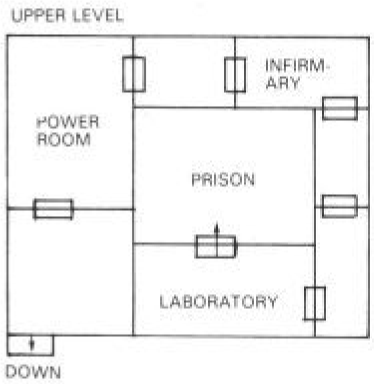
To get 255 lives type:
POKE 4116, 255 : SYS 4112 (Return)
Also, get onto any level you like on *Return of Rockman* type:
POKE 4135, Level, where level is any number from 0-9. Couldn't be simpler!
Andrew Welch,
Maidstone, Kent.

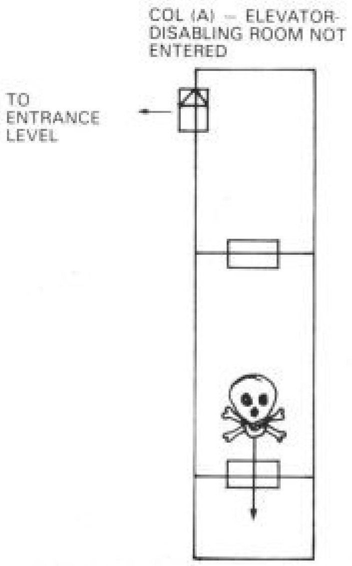
BEACH HEAD C16

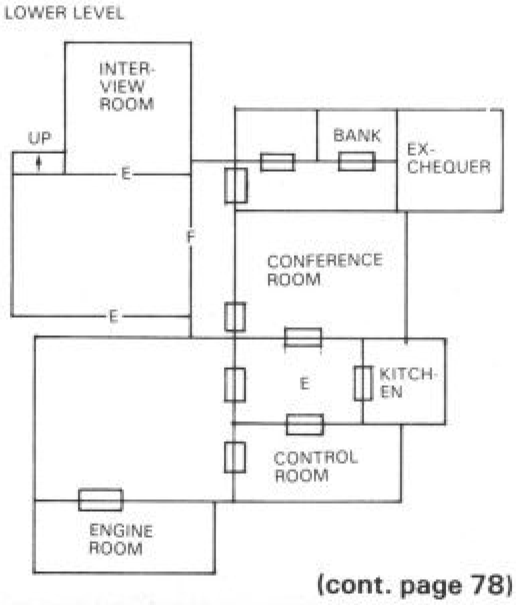
Once loaded for a runstop/reset (Reset while holding down runstop).
Then type
X (Return)
LIST 2000 (Return).
and change the 5 in SH=5 to the amount of lives wanted then RUN.
Anthony Downer,
London SE13

MERCENARY THE SECOND CITY







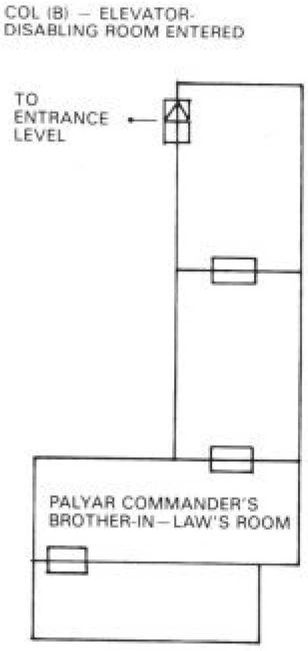


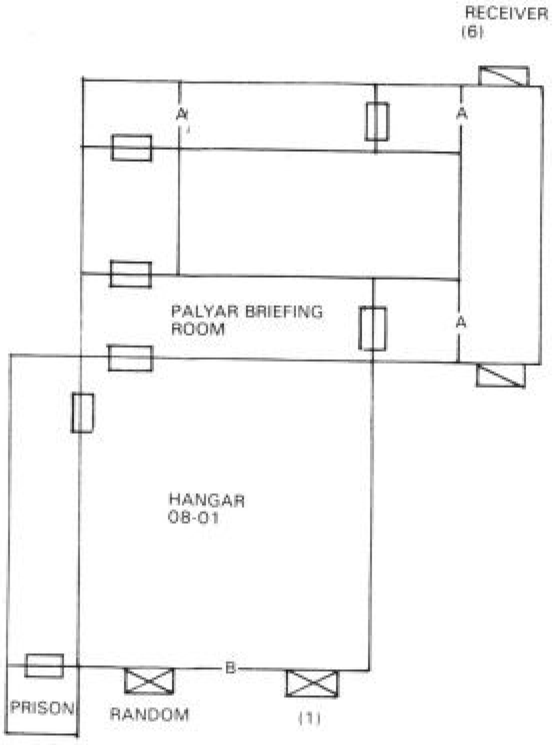
(cont. page 78)

Play to WiN

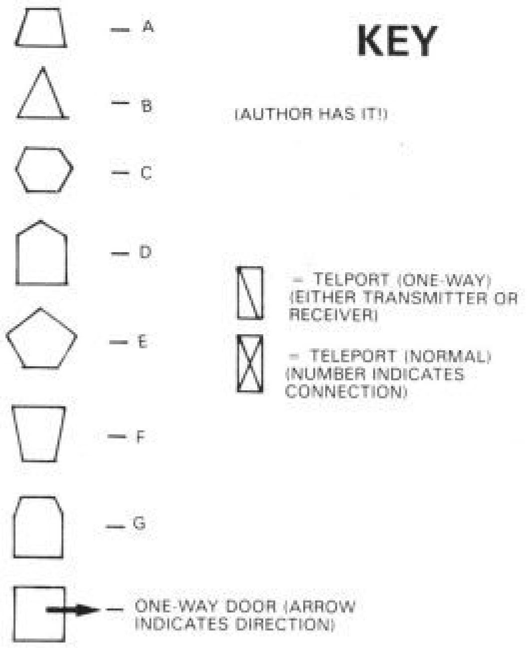
Send your pokes, tips, maps etc to: Play to Win, *Commodore User*, Priory Court, 30-32 Farringdon Lane EC1R 3AU.

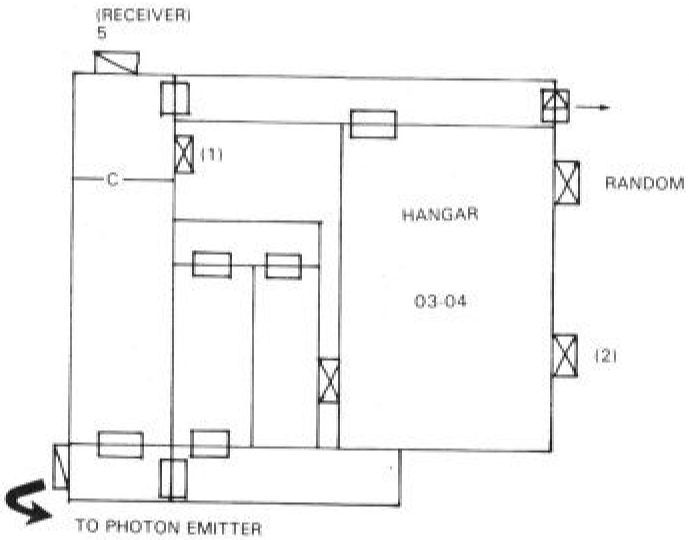
Play to WiN

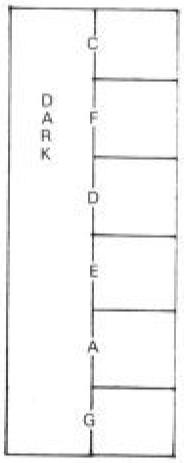


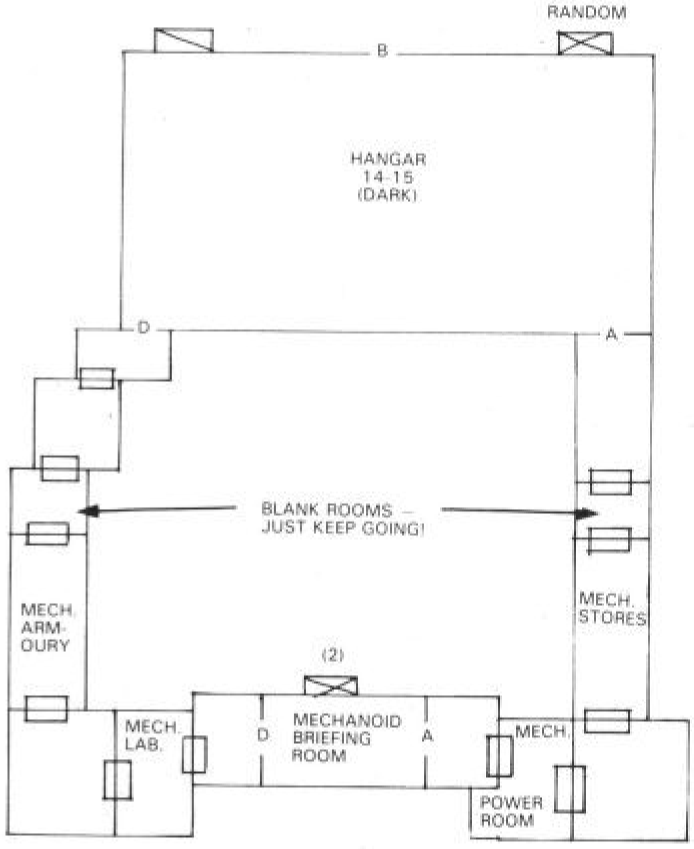


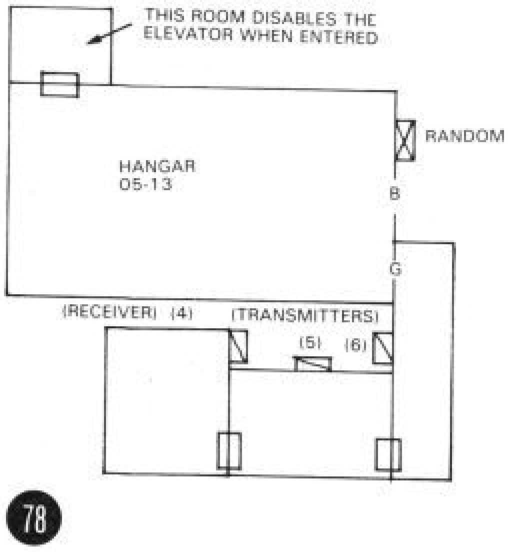
KEY





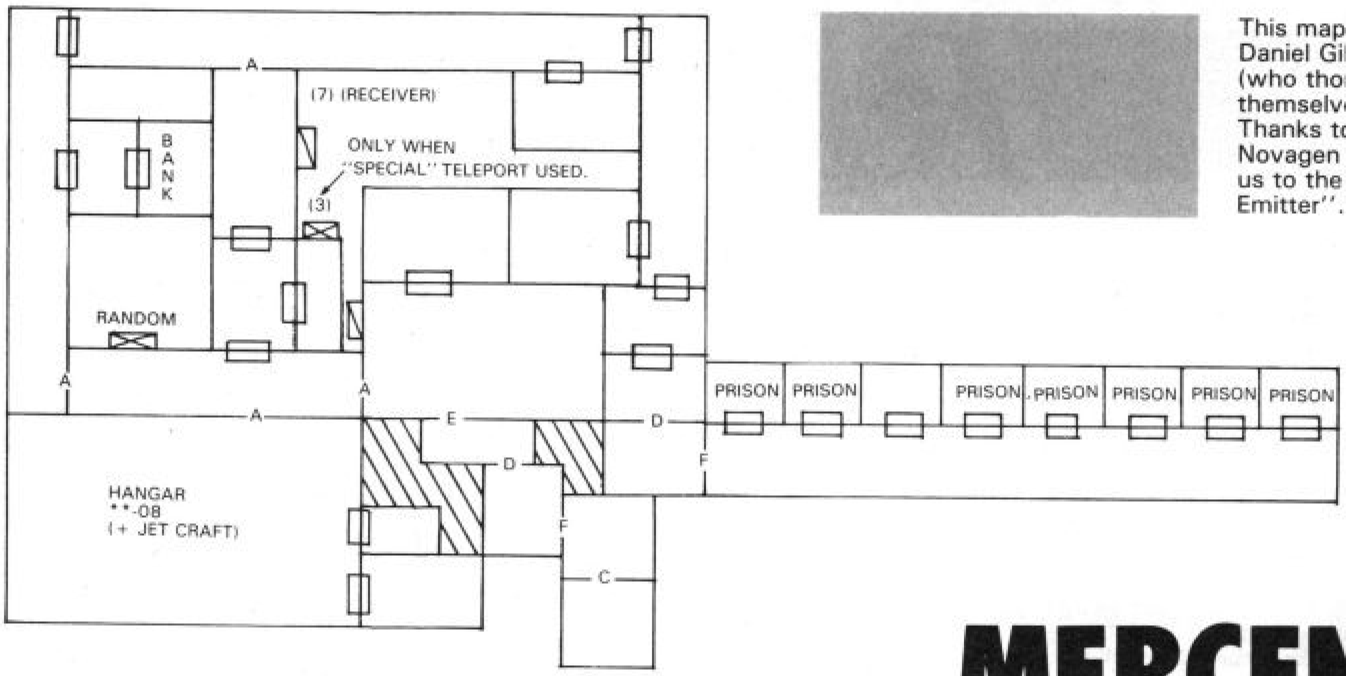








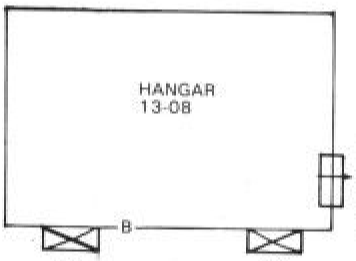
This map was produced by Daniel Gilbert and Adrian Bott (who thoroughly knackered themselves over it).
Thanks to Bruce Jordan of Novagen Software for guiding us to the elusive "Photon Emitter".



MERCENARY
THE SECOND CITY

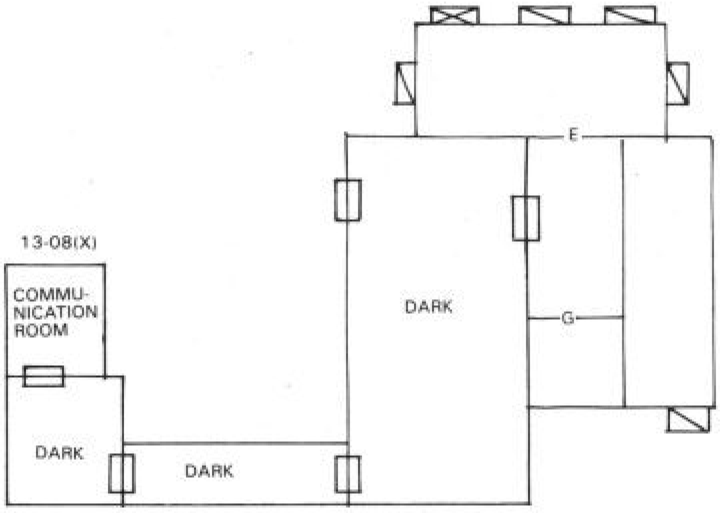
THE EXITS FROM 13-08 CHANGE ONCE THE "SPECIAL TELEPORT" HAS BEEN USED. SEE MAPS 13-08 (X) AND 13-08(Y).

THE ALTERED EXITS ARE THE " " DOORS. ENTERING HANGAR FROM ABOVE REVERTS EXITS TO NORMAL

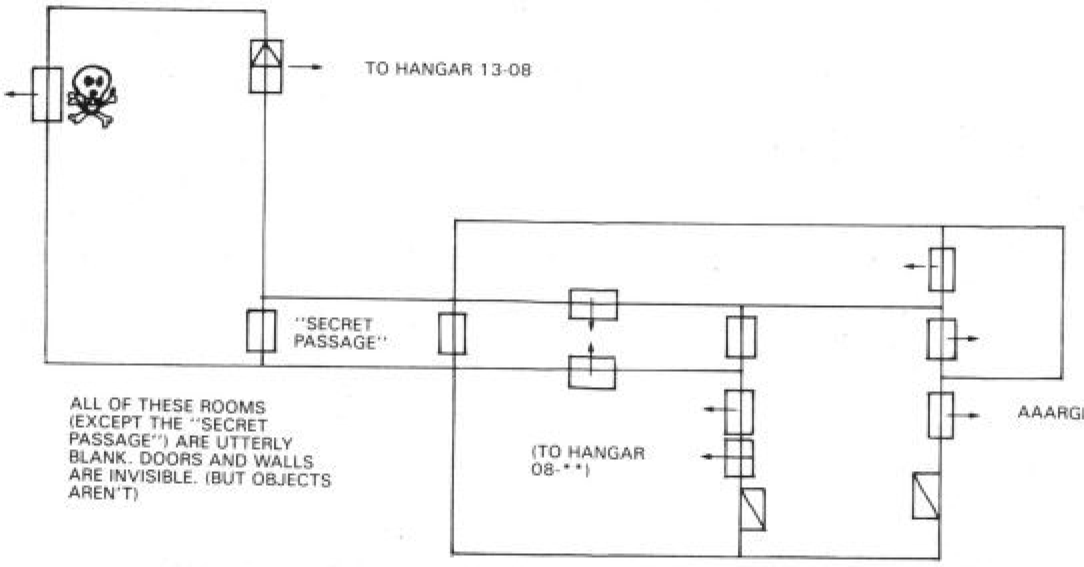


TO MAZE (NO EXIT BACK TO HANGAR!) CORRECT ROUTE: LEFT, RIGHT, RIGHT, BACK, LEFT (FROM FACING), RIGHT, RIGHT INTO:



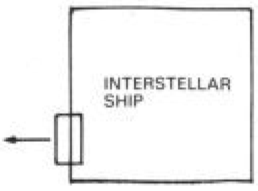


13-08(Y) (AFTER SPECIAL TELEPORT USED)



ALL OF THESE ROOMS (EXCEPT THE "SECRET PASSAGE") ARE UTTERLY BLANK. DOORS AND WALLS ARE INVISIBLE. (BUT OBJECTS AREN'T)

HANGAR 08-** (DARK

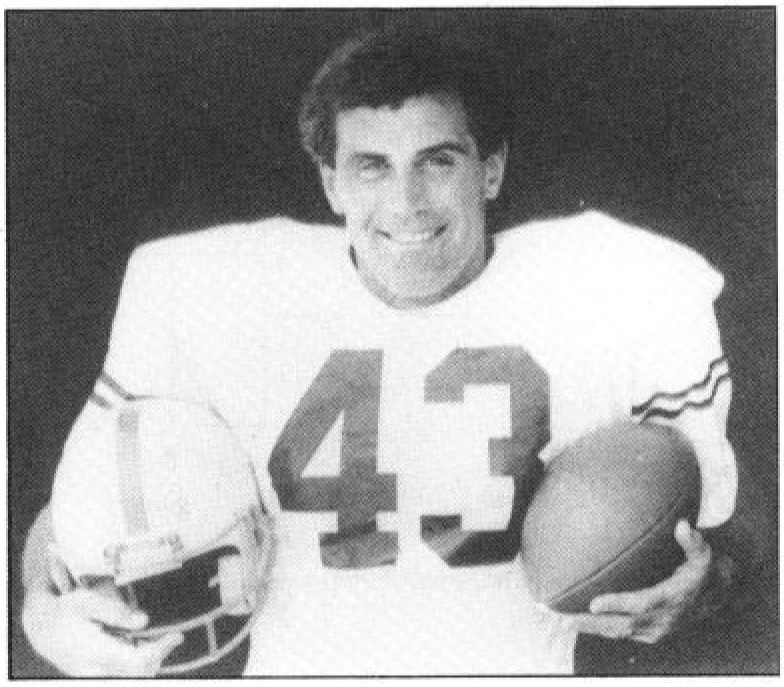


RESULTS

SUPERBOWL

Space problems have intervened to stop us from announcing the American Football results when we should have done ages ago. Apologies for the delay. The player we decided who would best be suited to becoming an American Footballer was Peter Shilton, and just to prove it here's a picture of him in the gear. Lucky winner of all that Bears kit is Nigel Emson from Warrington. Give us five, Nige!

Runners up all receive copies of the game: Colin Kavanagh, Dublin. Jason Davies, Luton. Giles Payne, West Lothian. David Willson, Stoneleigh, Surrey. Adam Carnall, Syston, Leicester. Stephen Herring, Windlesham, Surrey. John Birch Wigan. DJ Sims, Weymouth, Dorset. Garry Hibbard, Clowne, Derbys. Jez Roberts, Solihull, West Mids. Duanne Betts, Morden, Surrey. Marcus Brown, Weston-super-Mare. I Wright, York. Matthew Pearce, Wootton, Beds. James Ayers, Norwich. Michael Cornuad, Plaistow E13. Dave Hiatt, Stroud, Glos. William Edmonds, Norwich, Ian Chambers, Southampton. Alexander Marvin, Leicester. LM Lodeiro, London N4. BS Lawrence, Harrogate, N. Yorks. Chris Potts, Oldham. Gareth Preston, Plymouth. Michael Hearne, Tralee, Ireland. Stephen McKenna, Ilford, Essex. Mark Donaghy, Chorley, Lancs. Alan Hyslop, Isle of Islay, Scotland.



DIRTY DEN

You'll probably have been waiting with baited breath to find out who proved to be the most unpopular character in Eastenders. Well we had so many entries that we thought we'd compile a chart as to the Top Ten most Hated Eastenders:

1. **Dot Cotton (hypochondriac, misery, gossip)**
2. **Harry Reynolds (pretentious, poncey voice)**
3. **Debbie Wilkins (snob, doesn't fit in)**
4. **Sgt Quick (letch, couldn't catch a cold)**
5. **Naima (hard, putting everyone out of business)**
6. **Den (nasty, two-timing, rotten, etc., etc.,)**
7. **Hannah Carpenter (miserable, pushy)**
8. **Cassie (worse actor than her Mum)**
9. **Ethel Skinner (gossip, witch)**
10. **Kelvin (too big for his own boots).**

Well that was a turn-up, who'd have Adam an' Eved it? Dot Cotton comes number one in the unpopularity stakes. Since we compiled a chart we thought that all those who voted her to the top were winners, even though we wanted wally Harry Reynolds to win. The first twenty out of the bag were:

Phillip Dean, Goole, N. Humbs; Kevin Peagram, Diss, Norfolk; DJ Roberts, Stevenage, Herts., Philip Baxter, Portclaud, Newcastle-upon-Tyne; Jamie Arnold, Bury St. Edmunds, Suffolk; Kenton Hardwill, Ilminster, Suffolk; Sean Town, Grantham, Lincs; Adam Hoffman, Leeds: Mark Gibson, Washington, Tyne and Wear; Rebecca Martin, Merton Park, London SW20; Martin Bubb, Birmingham; Kevin Knapman, Hanwell, London W7; Mark Templeton, Gateshead, Tyne and Wear; Darryl Webb, Glen Gormley, N. Ireland; Mark de Comarmond, Hertford, Herts; Daniel Marks, Hoddlesden, Lancs; Jason Green, Billingham, Cleveland; Richard Earl, Portclade, Stuart Hazeldon, Springfield, Wigan; Stuart Crane, Dartford, Kent; Gary Elliot, Glasgow; Carol Flew, Bristol, Simon Hardy, Borrowash, Derby; Andrew Tigue, King's Lyn; Andrew Davis, Beckenham, Kent; Anthony Harper, Reading, Berks; John Homer, Rotherham; Paul Kitteridge, Saffron Walden, Essex; C. Wallis, Wallsall; Stefan Noakes, Dunston, Tyne and Wear.

Star prize though goes to Steve Wood of Wombourne, Staffs who voted for Willy the Dog, so's he could be used as a doorstop in the Queen Vic and stop striking the place out. Give that man a Seiko watch!

WORLD CUP

Never mind who won the World Cup – what about our World Cup competition? Tough one, this. A select few of you came up with the goods but only one scored the winner. Congrats to Marco Bettarini of Woodford Green, Essex who correctly identified the six pic as: Olaf Thon, Mario Kempes, Paulo Rossi, Johan Cruyff, Bobby Moore and Jairzinho.

Ten runners up were: Scott Macpherson of Essex, Shane Martin of Mansfield, David Low of Aberdeen, D Baker of Gravesend, Mark Padfield of Kent, Ian Gregg of County Antrim, Anthony Manning of Chessington, Paul Gourbourn of Newcastle, Edward Collins of County Down and Gareth Horton of Darwen.

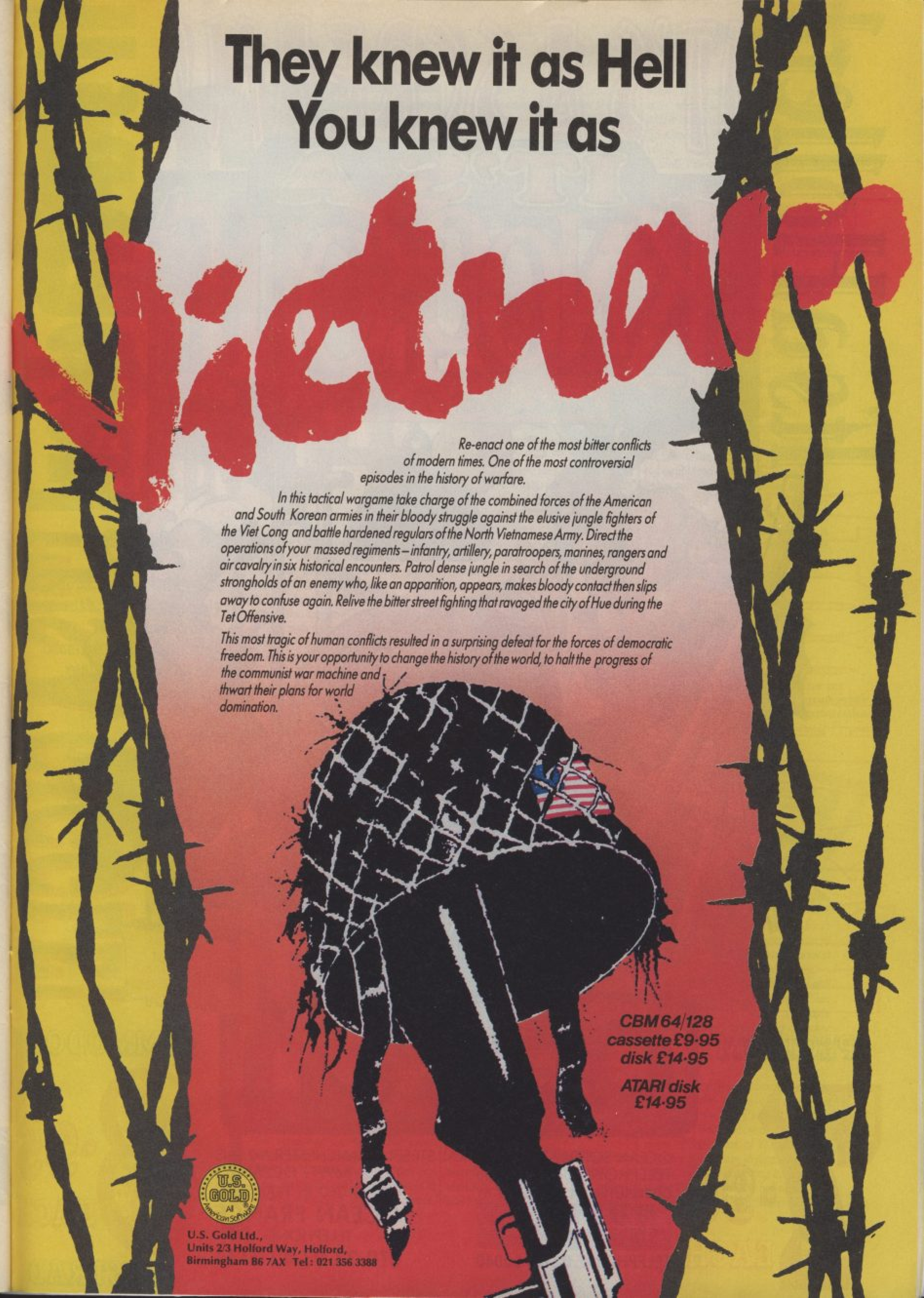
NEXUS

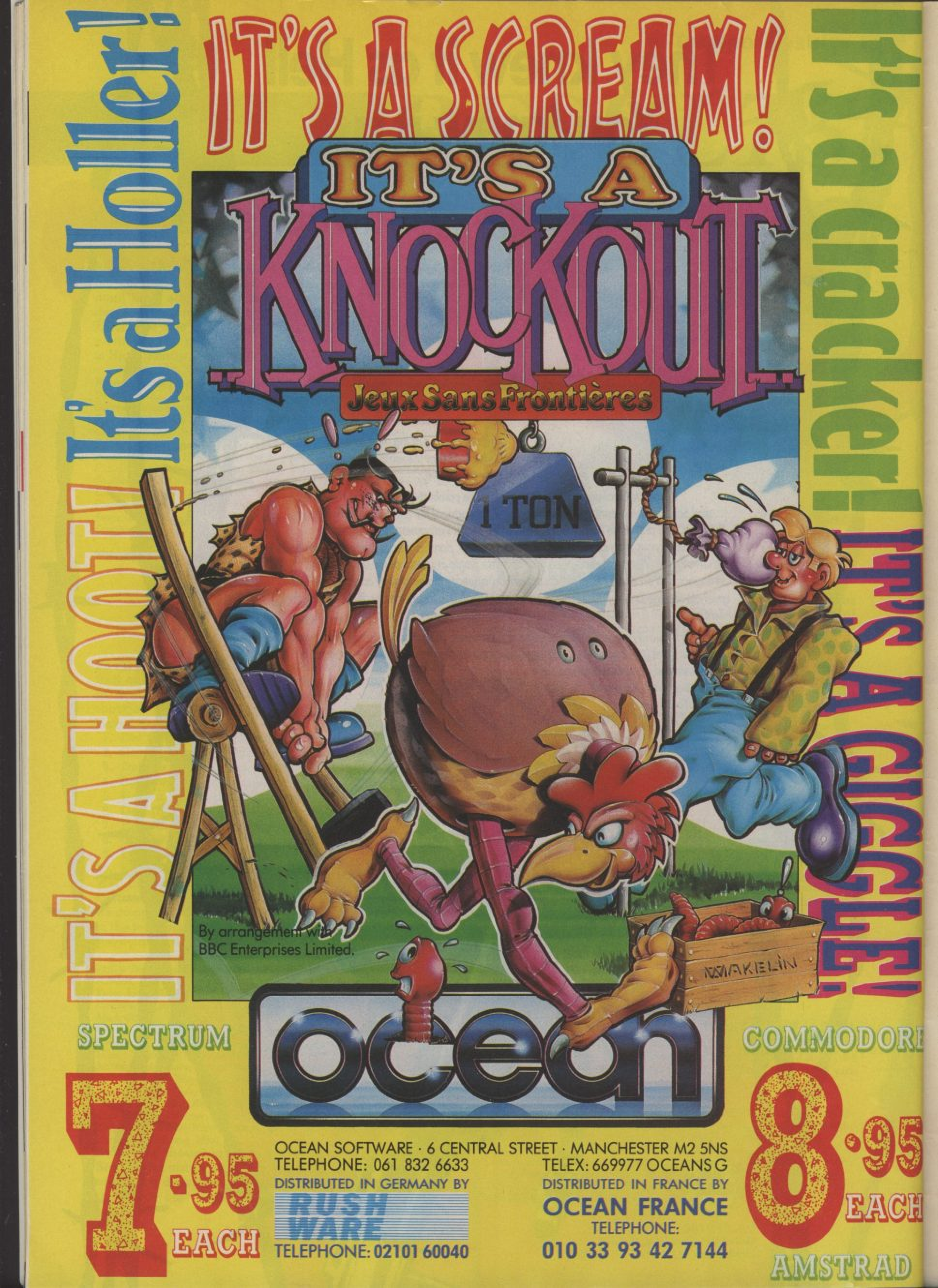
Another toughy, but most of you sleuths managed to decipher the codes. But the big prize goes to D BAKER of Gravesend in Kent who came up with the most interesting idea for a story: "page 3 girls in computer software; I'd uncover the naked truth in words and pictures" – hm.

BIKE

Stand up and give us a wave, TONEY QUINN of South Shields, because you've won a brand spanking new BMX bike. The correct answers were: Beyond, Eddie Fiola (we did allow Andy Ruffel) and Triple Salko. Only 20 of you were worthy of runners-up status:

Stephen Jenkins of Cardiff, Simon Cannon of W Sussex, Dean Tweddle of Rugby, ACJ of Stoke, Zinan Ibrahim of Essex, James Francis of Hereford, Daniel Breed of High Wycombe, Kevin Lines of Chesterfield, Craig Meakin of Rugeley, Richard Clare of Milton Keynes, Martin Allan of Leeds, Andrew Moore of Manchester, Lee Purnell of Liverpool, Sanandha Paul of London, Robert Cairns of Cardiff, Mark Griffin of Purley, David Connor of Liverpool, Ajoy Dua of Northolt, Nick Jowett of Solihull and Kamalyit Vhanna of Birmingham.


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U.S. HOTLINE

BORN AGAIN 64

We'll soon be seeing the new 64 in British shops. As reported last month, that's probably not very exciting because there's nothing really new about the 64C. But it's already on sale in the States, prompting ace Commodore-watcher Dan Gutman to wonder whether it's all been worthwhile.

Dan Gutman reports

The Commodore 64 is dead! Long live the Commodore 64! Hey? In the US Commodore has just introduced its new computer — The Commodore 64C. (I guess we'll have to call this one "the C-64-C.") It's been a long time since we've had a hot new machine to get excited about over here, though to be honest it's not particularly hot or exciting. As they say in the computer biz, it's an *evolutionary* product, not a *revolutionary* one.

The 64C is a sort of updated version of the Commodore 64, which has sold nearly six million worldwide and has been dubbed "The Volkswagon of home computing". The "C" will run all the thousands of programs available for the original 64. It won't run C128 programs, CP/M programs, Amiga programs, or any other programs. Cosmetically, the C looks more high-tech than the 64, with a sleek case much like the one Commodore wrapped around the 128.

The only real difference is what comes *with* the two machines. The Commodore 64 comes with nothing as you know. The Commodore 64C comes with four pieces of software on a single disk to get you working with it right away.

For starters, you get Berkeley Softworks' GEOS (Graphic Environment Operating System), which is pretty much considered "the program of the year" in the Commodore world over here.

GEOS replaces the "computerese" commands we all know and hate with icons, pull-down menus and windows -the same way the Apple Macintosh works. It's a lot easier, for instance, to throw away a file when you can just move the cursor over a little picture of a garbage can and click on a mouse. And this ease of use should bring a lot more newcomers to discover the joys of computing — that's if you've got a disk drive, of course.

GEOS also includes a word processing program *(geoWrite)* and a graphics program *(geoPaint)*, as well as "desk accssories" like a notepad, calculator, and calendar. This has been a big trend in the States lately — to take non-computer business tools and stick them up there on screen. Personally, I'd rather have my calendar on my wall than on my screen, but other people seem to feel differently.

On the flip side of the GEOS disk is a telecommunications program to tie the user into *QuantumLink*, Commodore's own information network in America — just like your own Compunet or Micronet. QuantumLink is young and growing. They offer games, chat with other Commodore owners, electronic mail, many special interest groups and conferences, and other on-line features.

Later this year, they'll be unveiling *Habitat* an adventure game created by Lucasfilms which will involve players from all over the country playing the game at the same time *(on a stripped pine keyboard? — Ed)*. As an added note, the GEOS disk speeds up disk access time about 700%, or at least they claim as much.





Sam has an even raunchier U.S. namesake.

But the general reception of the new 64C over here is: What's the point? You've got to appreciate that Commodore has kept three of their machines compatible, but it's not immediately clear why they're coming out with this new machine in the first place.

The Commodore 64 currently sells for about $130 in the United States. The Commodore 128 sells for $219. The list price for the new 64C is $200. It doesn't make sense. If you just want Commodore 64 power, you can buy a 64 and GEOS for less than a 64C. And if you seriously want the 64C, wouldn't you spend $19 more to get a Commodore 128? Who needs three different compatible computers in a range of $70 anyway? (Is there some software that will change all those dollars to pounds?)

There's not much to differentiate one machine from another. The 64C is almost identical to the C-64, except that it costs more and they've thrown in some "free" software. The big question is — what can the new 64C do that either of the other two computers can't do already? Nothing, as far as I can tell.

Well, I've got a shocker for you. The 64 doesn't exist anymore. At least not in my country. According to a reliable source who works with Commodore, they have stopped manufacturing the machine, and they're just selling off the remaining inventory. You heard it here first, folks.

It looks like Commodore is trying to phase out their least expensive computer and replace it with a newly designed machine that generates a bigger profit margin. There's nothing wrong with that, but the 64C will have to sell for significantly less than the 128 for people to buy it. The 128, by the way, is a verified success, selling 600,000 units in less than a year.

So here are my predictions. The Commodore 64 is about to vanish from the face of the earth in its present form, to be replaced by the 64C. They'll probably sell the 64C for lower than the price they're announcing. And they may possibly even *raise* the price of the 128. It just doesn't make sense to sell three similar computers that are priced so close together.

On the other hand, whoever said the computer industry makes sense?

● *I see in the last issue of Commodore User that a British company has a program called* Samantha Fox Strip Poker. *I don't think that would fly in America. Over here, a woman named Samantha Fox is a well-known actress in hard-core pornographic movies.*

● *Have you heard about Bushnell and The Woz? The founder of Atari (Nolan Bushnell) and the founder of Apple (Steve Wozniak) are getting together on some top-secret high tech gizmo. I'll keep you posted . . . Hey, it's about time!*

● *A British software company is starting to make waves over here — Firebird. I saw* The Pawn *at the Consumer Electronics show and it blew me away. While most of the American software houses are shying away from games, Firebird is moving in on all the stores here and selling hot stuff.*

Until next time . . .

Power Pack

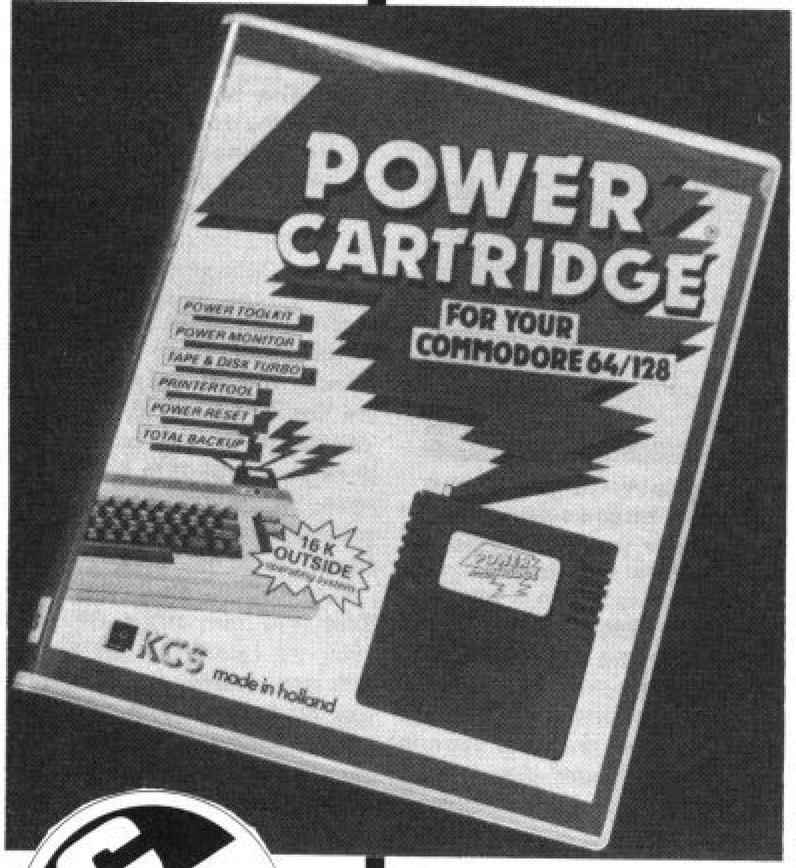
Reviewed by Fred Reid

Power Cartridge

Making it talk is one of the more unusual things you can do with your 64. And now you can do it cheaply . . .

Yet another all singing, all dancing cartridge, I hear you say. I first came across *Power Cartridge* at the Commodore Show earlier this year, but someone swiped the goods before I could get my hands on it! Although of Dutch origin, Power Cartridge is currently being imported by Magnam Products of Reading, so it should be readily available in the shops by now.

Power Cartridge is a pretty useful collection of utilities comprising a Basic toolkit, a turbo gizmo for both disc and tape users, a machine-code assembler/monitor, an all-purpose



printer driver and a stop-everything reset button, all compacted into a pretty red coloured cartridge.

First, the Basic bit. Power Cartridge adds 24 new Basic commands and functions, largely geared towards program de-bugging, although a particularly useful feature is the HEX$ function that allows you to freely mix decimal and hexadecimal numbers in your programs.

Also, the commands DEEK and DOKE are used to PEEK or POKE two bytes simultaneously, which can make life much easier. RENUMBER, TRACE, FIND and UNNEW are all self explanatory, and can make programming a lot more enjoyable.

Disk users will appreciate seven special disk command including DIRectory and MERGE, as well as abbreviated drive commands. While tape users get an AUDIO command so they can hear what the tape is doing. All disk and tape operations can take place at Turbo or normal speeds.

The machine-code monitor is pretty straight-forward; all the usual functions for manipulating areas of memory are in evidence, plus a single-pass assembler and those all-important disk commands that so many monitor programs lack. You can enter the monitor either from Basic with the MONITOR command, by using the reset button or if a machine code-program ends with the $00 BRK command.

Printer owners take note! Power Cartridge claims to work with MPS 801, 802 and 803, Epson, Star and similar dot matrix printers on either the user port or serial bus. I put it through it's paces with my ageing Star Delta 10, but it didn't like my serial to Centronics interface very much.

On the user port though, it did everything it was supposed to and nothing it wasn't. The printer functions include low and high resolution screen dumps (more on these later), sideways printing and you can get all those funny Commodore characters too!

No cartridge would be complete without a reset switch, and Power Cartridge is no exception. Some reset though, pressing the button at any time halts ANY program currently running and gives you a neat menu. Options allow you to continue the previous program as if nothing had happened (useful if the phone rings), reset to Basic, do a normal cold start, drop into the monitor or back-up the program currently resident.

Great, I thought! Pause my favourite game, give myself endless lives, and continue. Problem. Once you've gone into the monitor, you can't re-start the game! This could be a major oversight on someone's part.

From the reset menu, you get the chance to dump a high-res copy of the previous screen (showing you zapping aliens or whatever) to your printer. This seemed to work quite well unless there were sprites on the screen at the time: all sprites are disabled when you push the button!

The backup functions were similarly disappointing. You can save off the entire 64K of memory to disk or tape, for



▲ **The six options are listed on the main menu.**

later continuation. Problem is, you have to have the cartridge in place to re-load a backed-up game, and you can only put one program on a disk! Still, it wouldn't do to make things too easy for the pirates would it?

The manual looks neat and well-presented, until you come to read it. No attempt seems to have been made to disguise the raw translation from the original Dutch (of the singular variety), and there are a number of points left unanswered. I believe a high-tech product like this needs a high-tech manual, especially when we're being asked to pay £36!

With such a high price tag and so many short-comings, I don't think I could recommend this package, even if it is bright.

- **Power Cartridge Commodore 64/128**
- **Magnam Products Tel: 0734 883193**
- **Price: £34.95**

GEOS

reviewed by Bohdan Buciak

You read about it here last month. Now it's arrived hotfoot from the States, GEOS, the new disk-based operating environment for the 64/128. GEOS gives your ageing 64 a new way of working, and you get a sophisticated wordprocessor and drawing package into the bargain. But is it really the revolution it's claimed to be?

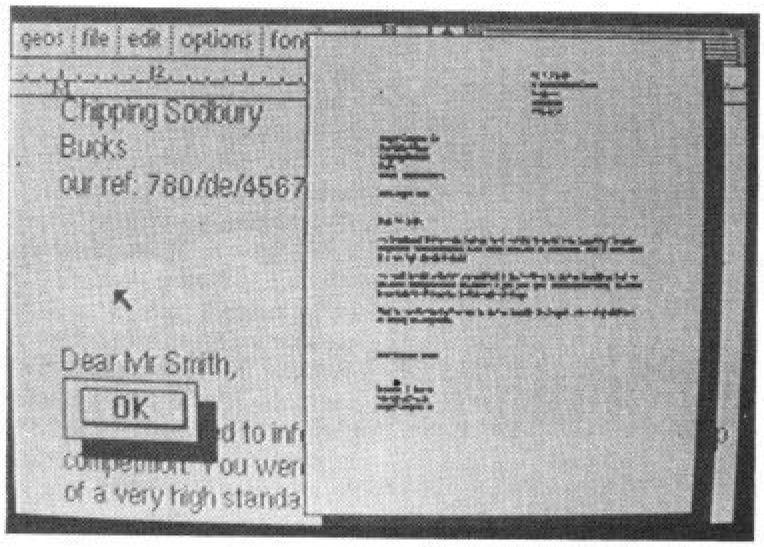
When those computer whizzkids dreamed up windows and icons to do away with indecipherable computer commands, they really started something. Simply point an arrow at an on-screen picture or open a window and, like magic, your commands are carried out. The Macintosh has them, so have the Atari ST and Amiga. With GEOS, Commodore's trying to make the 64 look trendy too.

But GEOS is rather unusual. Such systems usually take up enormous amounts of memory and work with fast disk drives. GEOS takes up 166K but manages to work on the 64 by only loading the bits you want — the rest remains on disk. GEOS also speeds up the sluggish 1541 by up to seven times.

GEOS offers not only a set of Desktop disk and file utilities but two applications programs: geoWrite and geoPaint. Both work inside this window/icons environment and use common facilities. Let's see how GEOS really works.

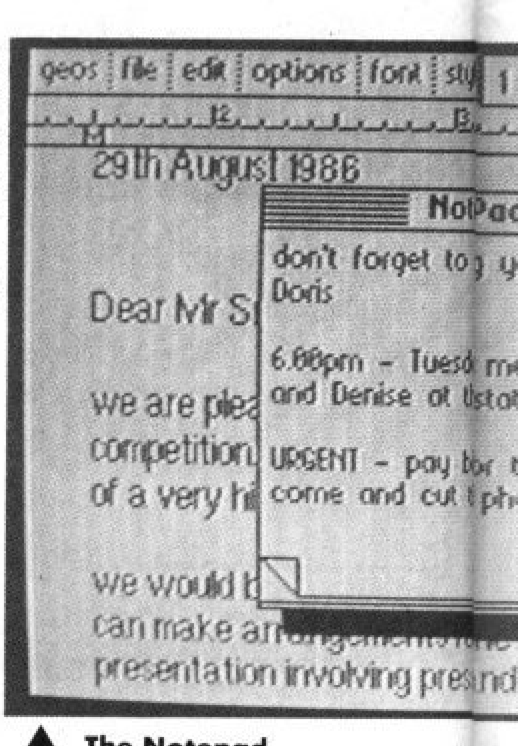
GEOS DESKTOP

On loading GEOS you go immediately into Desktop, which depicts all the files and programs currently on the disk as icons on a 'disk notepad'; turn the pages to see more. By pointing the arrow with a joystick, files can be opened, removed (drag them down to the wastebin), printed (drag them to the printer) and copied to other disks.



geoWrite gives you an impression of how your finished page will look.

A set of windows across the top of the screen simplify tasks like disk and file management — open, close, copy, format, rename, validate etc without wracking your brains for those runic 64 commands.

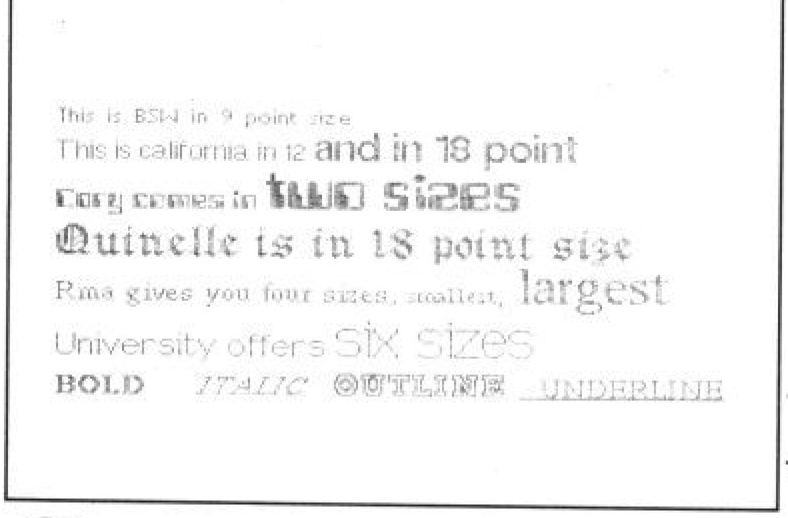


The Notepad function, call it up whenever you like — better than tying a knot in your hankie.

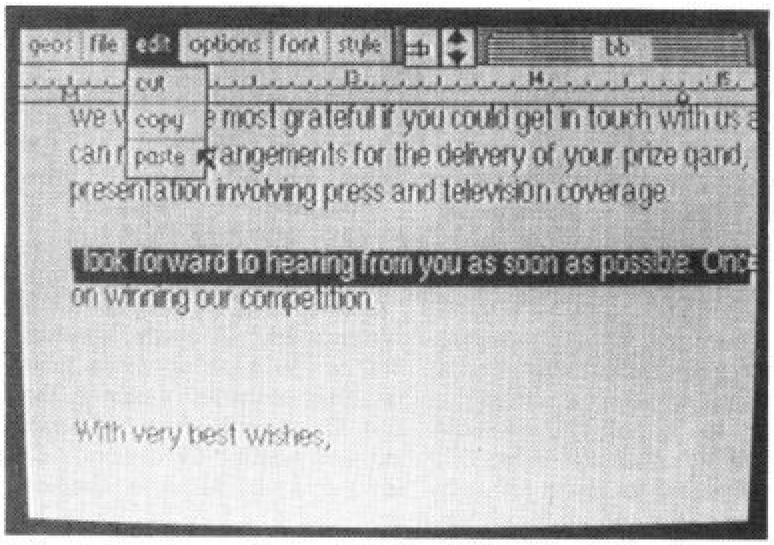
Since GEOS lets you enter the date and time on booting up, all files are 'datestamped' so they can be viewed by date — as well as by size, type and name. A write protect option guarantees you won't erase important files.

Much of GEOS can be customised. Select your own printer (MPS 801, 1000 and Epson range are included, with more to come). Set all colours to your liking, design your own pointer and set its travel speed. GEOS can also run with two drives and with a variety of input devices like joystick, mouse or digitising pad.

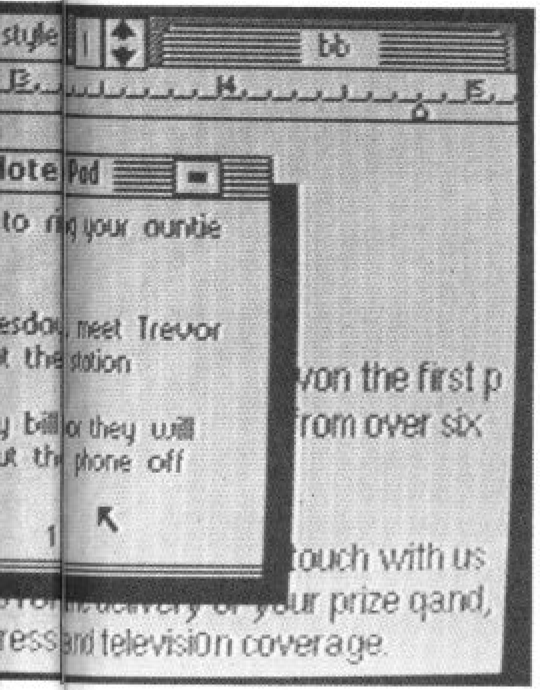
Finally, there's a full-function calculator, an alarm clock and a notepad (up to 127 pages) which can be called up from anywhere in GEOS without corrupting your work. There are two more functions: Photo Manager and Text Manager. These



GEOS offers a huge variety of fonts and styles.



▲ **Highlighted text can be cut, pasted and copied. You can even move text into other documents.**



store pictures or text for inclusion in either geoWrite or geoPaint. For example, an illustration created in the former can be incorporated into your letter or document.

GEOWRITE

GeoWrite is no common-or-garden wordprocessor. It's major claim to fame is its choice of six different 'fonts' or type styles. These range from conventional styles, to newspaper, tech and Olde English. Most of these offer a choice of character size, from the size you're reading now (9 point) to the largest (24 point) about a third of an inch in height.

Better still, different fonts can be mixed in the same document and each font can be plain, bold, italic, underlined and outlined in style. The screen shows you exactly how the characters will appear. Although the screen acts as a window to a larger area — a sheet of paper 11 by 8.5 inches — you can call up a preview screen that approximates how the finished page will look when printed.

Like Desktop, geoWrite includes a set of windows at the top of the screen for selecting functions common to GEOS, file handling, choosing fonts and styles, moving from page to page and editing your text.

GeoWrite's copy, cut and paste functions work very well. Use the pointer to position the cursor anywhere in the text to highlight the area you want to work with, then select the appropriate option. Text can even be pasted in and out of other documents. The screen editor also features text wraparound and proportional spacing as standard.

Despite its sophistication, geoWrite has lousy text editing facilities. It actually does away with cursor keys in favour of joystick and pointer. Other annoying omissions include no marks for carriage returns and no way of setting double spacing.

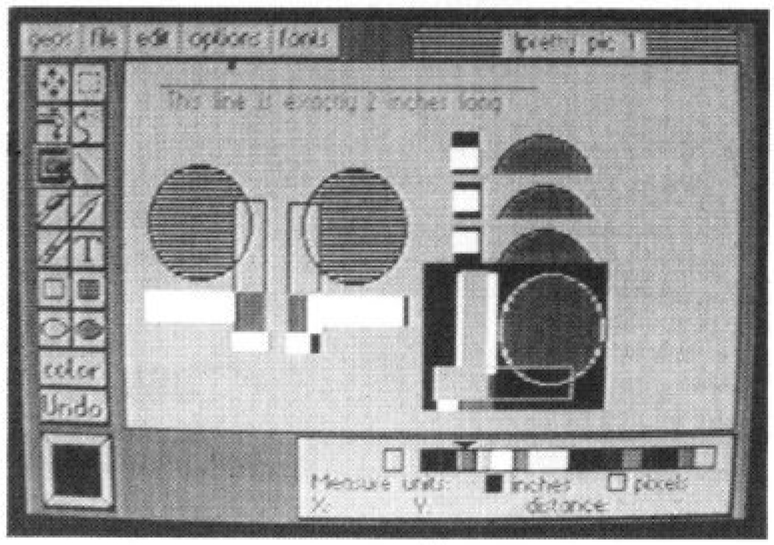
A bigger problem is that geoWrite itself must reside on your work disk since the disk is constantly accessed to change fonts and even to scroll round the screen. This not only slows things up considerably, it also cuts down on available disk space. You'd have to dump all the bits in geoWrite you don't really want to clear more space for text files.

To sum up, geoWrite has some good points and a lot of bad ones. To its credit, it produces classy documents but prints them at a snail's pace, since its characters are custom graphics (you can't opt for the printer's own character set).

Due to its rotten editing facilities, geoWrite doesn't even approach a professional package. There's no search and replace, no headers and footers, no mailmerge, no page numbering — and much more that's missing. In short, it provides lots of icing on a half-baked cake. geoWrite is spectacular and good fun but use it every day and it will drive you nuts.

GEOPAINT

As you'd expect, geoPaint works much like geoWrite. As it must also reside on your workdisk you're in for another round of file juggling. But geoPaint isn't as unique as the former, it's simply a straightforward no-nonsense drawing package — and there's a plethora of those around already.



✱ **geoPaint's measuring facility (bottom) lets you measure in pixels or inches.**

GeoPaint scores over most of these with its measuring facility. Like geoWrite, it works on a 8.5 × 11 inch sheet, with the screen merely acting as a window. X and Y coordinates can be displayed, with lines being measured in either inches or pixels. That's very clever, and pretty accurate too, if you're using the right printer.

Apart from that, geoPaint offers all the drawing facilities you'd expect, easily accessed from a set of icons down the left side of the screen. Choose from lines, circles, boxes, 14 brush patterns, 32 fill patterns, airbrush and pencil drawing. One nice feature is that all the fill patterns can be used with all the brushes.

GeoPaint offers more advanced facilities in the form of an Edit Box. 'Framing' any part of your drawing enables you to carry out a number of functions on the area enclosed; like moving or copying it, inverting, rotating and mirroring both horizontally and vertically. The section framed can also be saved to disk for inclusion in another drawing or a geoWrite document. Sadly, there are no facilities for stretching or resizing.

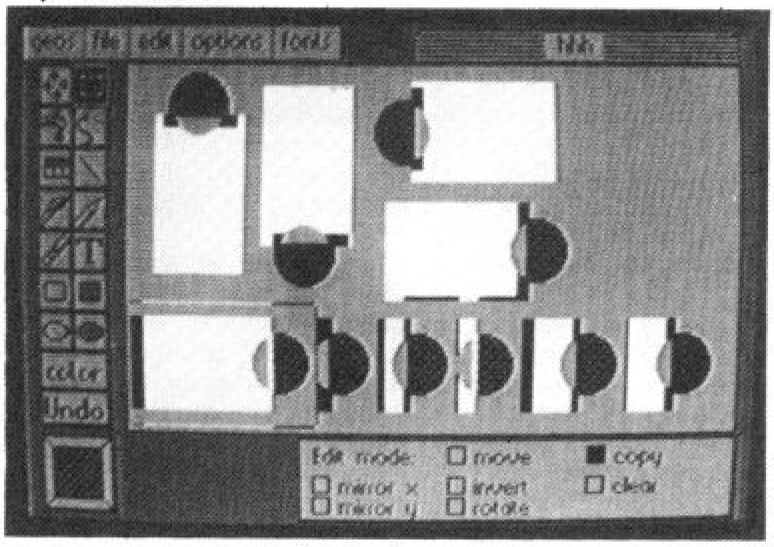
Finally, there's a magnify function that lets you turn on and off individual pixels for close-up work, and a Text function that offers all the fonts and styles we've already met in geoWrite. Likewise, all GEOS utilities can be accessed within the program — a calculator might even be handy for getting your measurements right.

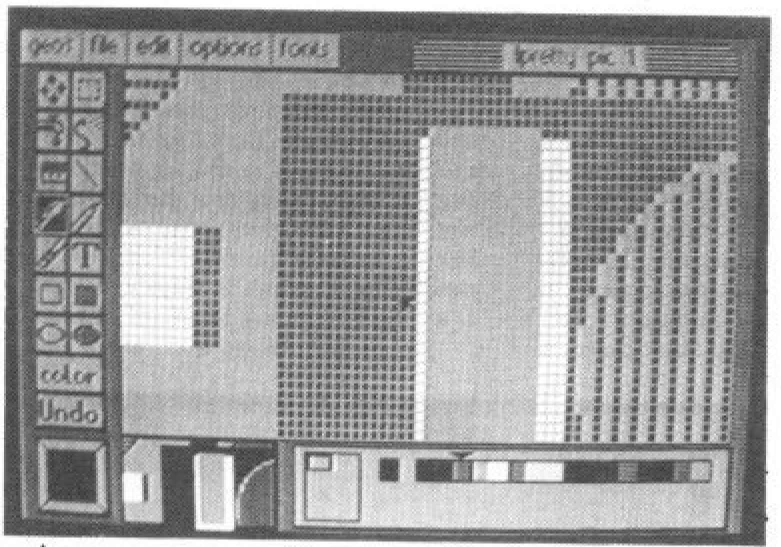
Although the specifications sound impressive and all the functions work as they should, geoPaint seems to suffer from one major flaw and that lies in the screen size in relation to the total drawing surface.

Only one eighth of the whole page is visible at any time, which makes it difficult to plan and size a drawing. Admittedly you can scroll around but this takes time as the disk is constantly being accessed.

(cont. page 88)

Sections of a drawing can be moved, copied, rotated and inverted. ▼





▲ **Magnify your drawing for close-up pixel work.**

GEOS

Like geoWrite, geoPaint offers a preview screen that approximates the finished page. This is essential but doesn't actually help you to draw.

Also, when printing, if you're not using the correct printer for the driver software you've specified, only part of the drawing prints out. The manual warns you of this but it's annoying that there's nothing you can do about it.

In conclusion, geoPaint would have been one of the better 64 drawing packages were it not for the cumbersome nature of its screen layout. The potential to achieve complex and accurate drawing is there if you can come to terms with seeing and working on only a small part of your drawing at a time.

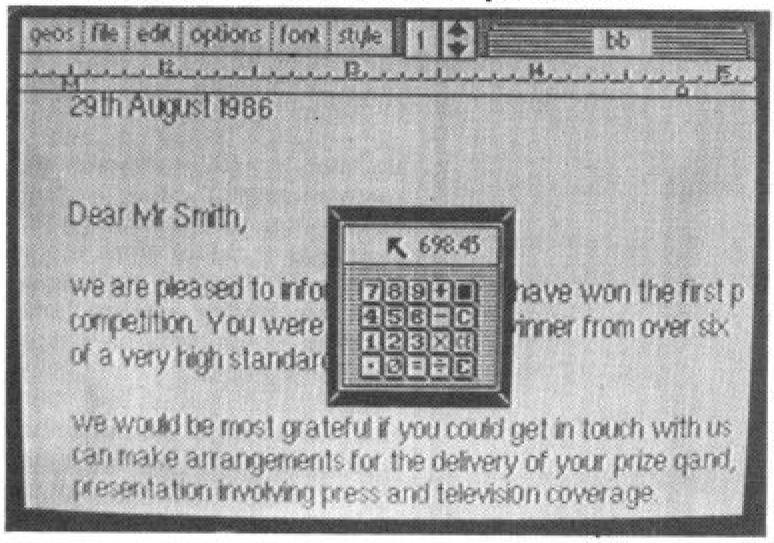
CONCLUSIONS

Despite its flaws, the GEOS system is impressive, but it suffers from delusions of grandeur. There's no doubt, windows are a step forward for computers but, to work properly, the whole system needs to reside in memory. The 64's miniscule RAM (by today's standards) and its lumbering disk drive just won't do. And the notebook, calculator and alarm clock are simply frills.

That leaves us with geoWrite and geoPaint. Once again, they're clever but flawed pieces of programming. Apart from geoWrite's unique choice of fonts, you could quite easily shop around for a more practical word-processor. It's rumoured that the GEOS system will sell for around £50 in the UK, a price that will surely make you think twice.

Commodore is bundling the GEOS system with the newly launched 64C in the hope of giving their facelifted bestseller a shot in the arm. As a freebie it's a real bonus but will existing 64 owners rush out and buy it? Better let sleeping dogs lie.

▼ **Calculator — is it useful or just a frill?**



SPEECH!

by Fred Reid

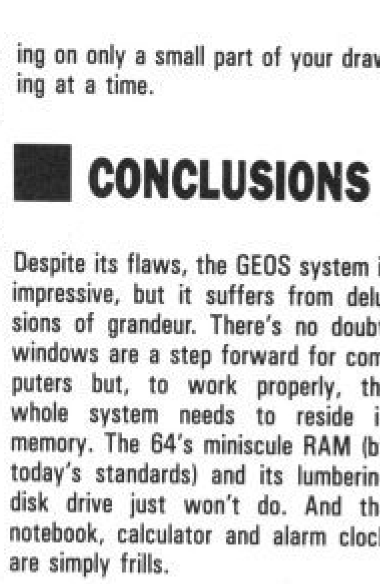
It's not news that you can get your 64 to talk to you. But most of the speech synthesisers around are cartridge based and expensive. **Speech!** from Superior Software, is different. It's an all software speech synthesizer package. It costs a mere tenner and it has to be heard to be believed.

All the sounds used to simulate human speech are generated by carefully manipulating the 64's SID chip, no extra hardware obviously means it's cheaper, hence the non-fatal price tag.

As well as the actual speech program, there are three other programs included in the package: Demo, Spell and Sayfile.

Demo is just that, a very simple demonstration of what *Speech!* is capable of. Spell is a spelling tutor obviously designed with the tiny tots (and our editor) in mind, while Sayfile is a utility that will speak any intelligible text from a file. The latter was badly written in Basic, and couldn't cope with capital letters!

Once loaded, Speech! is a joy to use. Four new commands are added to the



Basic language: *SAY, *SPEAK, *PITCH and *LIGHT. All you need to do is type in '*SAY "HELLO, HOW ARE YOU?"'.

The interpreter will obviously have trouble with some words. ('FRIDAY' would be pronounced 'FREEDAY') so you can use the *SPEAK command to enter words phonetically. The phonetic language is made up of 49 different sounds (called phonemes), each represented by one, two or three characters. For example: 'COMMODORE' would be spelt 'KOMAHDOA'. To add realism, you can add emphasis to each phoneme by placing a number from zero to nine after it, altering its pitch.

The *PITCH command can be used to shift the pitch of all the sounds. '*PITCH "A"' will give the highest pitch (a sort of 'Mickey Mouse' sound), while '*PITCH "Z" produces a deep baritone.

Normally, while Speech! is actually talking, the screen is blanked to the border colour, but you can override this using the *LIGHT command. The screen remains visible, but the quality of the speech suffers considerably. Using *OFF will cause the screen to be blanked again while the program is talking.

To use Speech! in your own programs, you will first have to transfer the program onto your own media. This is straight-forward enough as the software is unprotected. Once that is out of the way, all you need to do is use the *SAY command like a PRINT statement, using direct text or variables. The following simple example will ask for your name and say 'hello' to you:

```
10 INPUT "PLEASE ENTER YOUR
   NAME": A$
20 B$= "HELLO THERE" +A$
30 *SAY "B$"
```

Well, there you have it. Clear speech, no hardware, low price. A few gripes though. Please can we have decent media? A disc is no good to anyone if it won't spin in it's jacket. I feel the three utility programs included could be improved upon, it would be very nice to get Speech! to read back a document produced on a word processor.

All the instructions for the package are contained on the cassette or disc inlays, and are woefully inadequate for a package of this complexity, although it did contain a list of all the recognized phonemes and the sounds they make. Still despite these criticisms, I urge you to check out Speech! without delay!

- **Speech!**
  Commodore 64/128
- **Superior Software**
  Tel: 0532 459453
- **Price: £9.95 cass.**
  £11.95 disk.

Rainbird's Art Studio reviewed

— SMAR

by Bohdan Buciak

First they gave you Music Studio. Now they're back, this time with Art Studio. Will Rainbird's new drawing program for the 64 and 128 be as illustrious as its musical partner?

You could fill a dustbin with the amount of mediocre drawing programs now available for the Commodore 64. Fortunately, Rainbird's new *Art Studio* is a cut above that lot. It offers not only a whole load of 'professional' quality facilities but it does it remarkably cheaply — at £14.95 on cassette, and £17.95 on disk. If the name sounds familiar, it's because Art Studio originally appeared last autumn on the Spectrum.

Like most software these days, Art Studio uses an easy-to-operate windows and icons system. So, apart from making the occasional reference, you can happily let the dog get at the instruction book. The program is joystick, keyboard, mouse or Koalapad controlled and will print out to the Commodore MPS 801 or a Centronics interfaced printer.

When loaded, you see a single drawing screen which is surprisingly uncluttered. There's simply a panel of eleven option boxes across the top. Point your arrow-shaped cursor at the appropriate box and a window opens giving a list of secondary options — it's as simple as that. You see only 22 of the 25-line screen but the picture can be scrolled up and down to reveal the entire drawing surface.

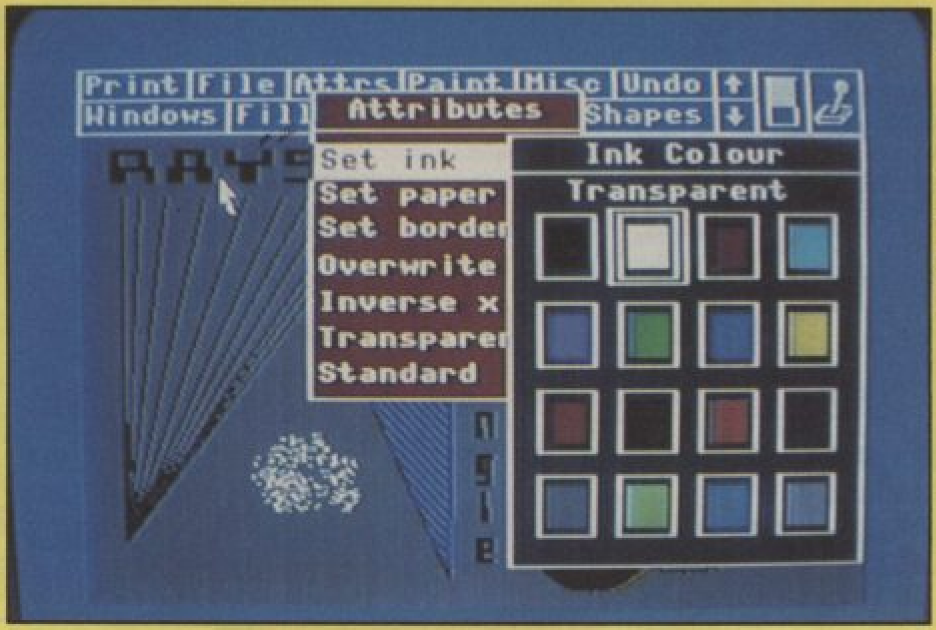
Professional features

Most 64 drawing packages won't let you do exactly want you want, like magnifying a section of your drawing for close-up work, or moving bits of it around or copying it to different parts of the screen. Art Studio lets you do all that. It offers three levels of magnification and the ability to turn individual pixels on and off.

To move and alter parts of a drawing, there's a window option. When you've enclosed the area you want to work on inside a window, you can perform a whole range of operations on it. These range from simple tasks like rotating and flipping horizontally and vertically, to stretching and shrinking in any direction, and making multiple copies anywhere on the screen. These are powerful functions by anybody's standards, and they're simple to use.

Apart from that, you get the usual array of options: 16 colours, 16 pens, 8 spray patterns, 32 fill patterns, 9 sizes of text (can be flipped, rotated or written downwards), solid or textured fill, a wash texture facility and a very useful 'Undo' function that cancels any mistake you've made.

There's also a set of custom shapes including rectangle, triangle, circle, line



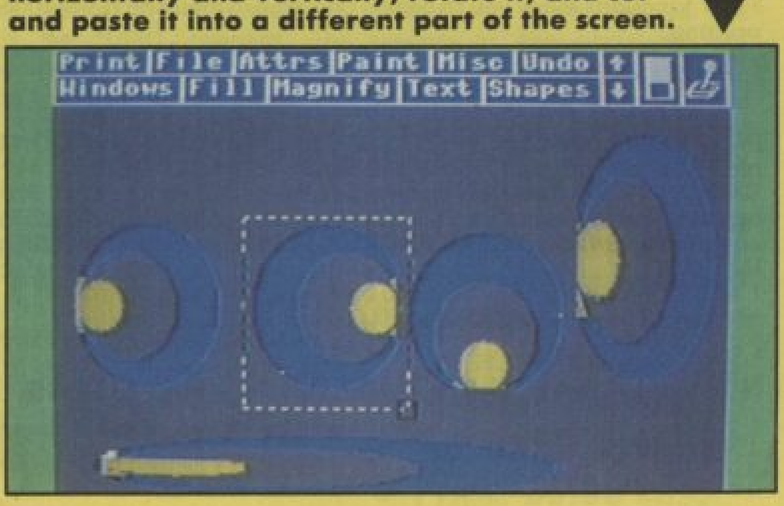
Art Studio is menu driven for ease of use. Point the cursor to the appropriate box to reveal a list of options.

Art Studio gives you the usual choice of 16 colours for both the ink and paper.



The pop-up Window menu lets you enclose any area of the screen inside a box and then perform a variety of functions . . .

. . . you can stretch and flip a window both horizontally and vertically, rotate it, and cut and paste it into a different part of the screen.



and rays. All these are drawn elastically, which means you actually see the lines stretching to the size you want. There are two circle options: one in which you define a point on the circumference, the other its radius. If that's not enough for you, you can even design your own text font and brush patterns.

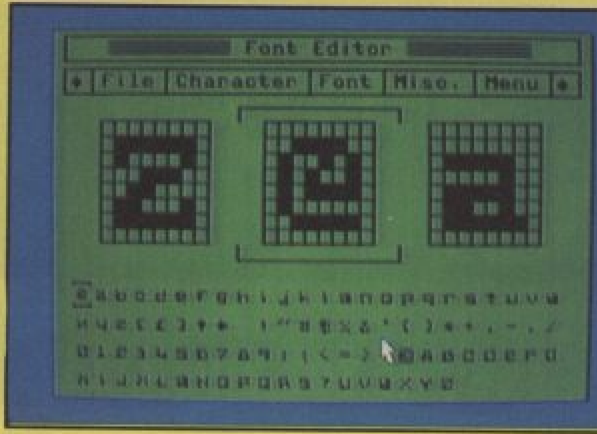
Using Art Studio

Since mice (mouses) and the Koalapad are rather expensive, most people will be using a joystick to draw. Although, with Art Studios, joysticks give smooth movement, draw shapes without fuss and select functions easily (by hitting the firebutton), they're not so good at freehand drawing. That's because joysticks, unless they are analogue, generally only have eight directions of movement. That could restrict your creativity somewhat. Still, I found that using a mouse proved to be much jerkier and difficult than the joystick.

Also, I found it annoying that colour options are not permanently displayed on the screen. To change colour you constantly have to access the 'Attributes' box. There's also no way of knowing what colour you're using until you've actually used it — good job there's an Undo command.

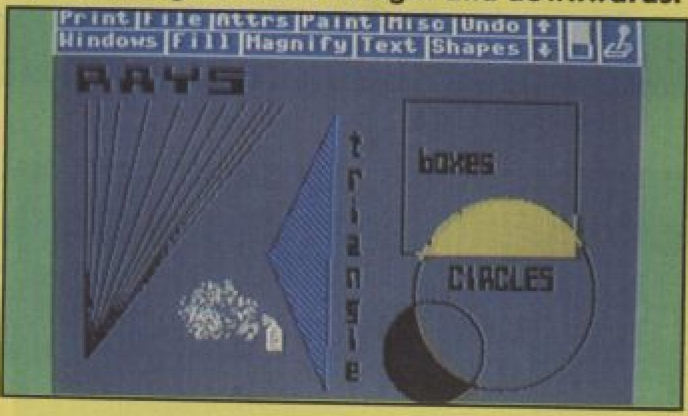
Talking of colours, they sometimes bleed into each other during fill operations. This is unavoidable on the 64 but the manual fails to explain this important point properly.

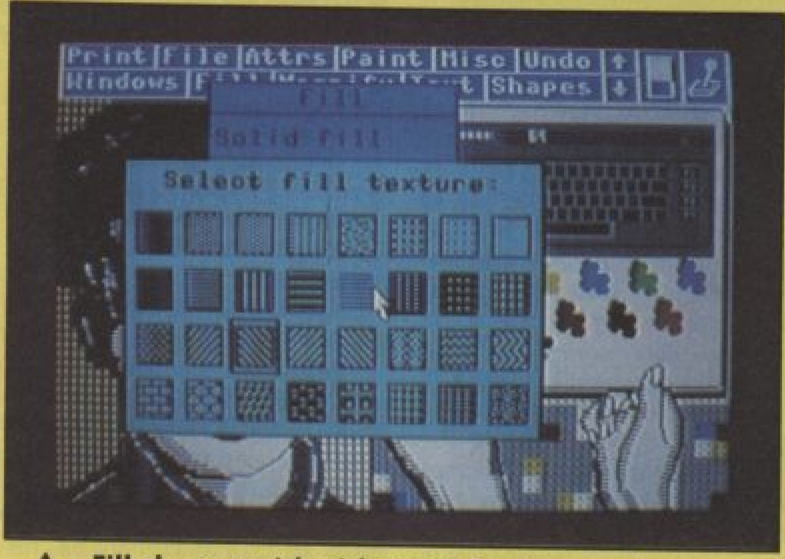
Apart from that, Art Studio works very well and will become more useful the more you experiment with it. There's enough there to keep you occupied for quite a while, especially the Window section which offers the most scope for creativity.



Customise your own font with the Font Editor utility.

Art Studio offers a variety of font sizes, running both left to right and downwards.





Fill shapes with either solid colour or choose from a set of 32 texture fill patterns.

Print it out

Rainbird have included a 'printer dump' option in Art Studio, realising that drawings are of little use if you can't have a permanent copy. But they didn't realise that since printers are always problematic, they must make it as easy as possible to get them to work.

Art Studio defaults to the MPS 801 printer — no problems there. But it also has a Centronics interface and a program that lets you customise your particular printer, by means of a series of questions. Here's a nice example: "Is the most significant bit of the data byte sent to the printer at the top of the printhead or at the bottom?" Er, perhaps I won't bother with the printer.

If you do manage to gather all this esoteric information about your printer, you will be able to print in five sizes, sideways, single or double density and in varying shades of grey. Using the MPS 801 you get just two sizes (the largest is 9 by 6 inches), no greys and only single density print. My Citizen 120D (Epson compatible) worked well using a Super Graphix interface with Art Studio set up for the MPS 801.

Conclusions

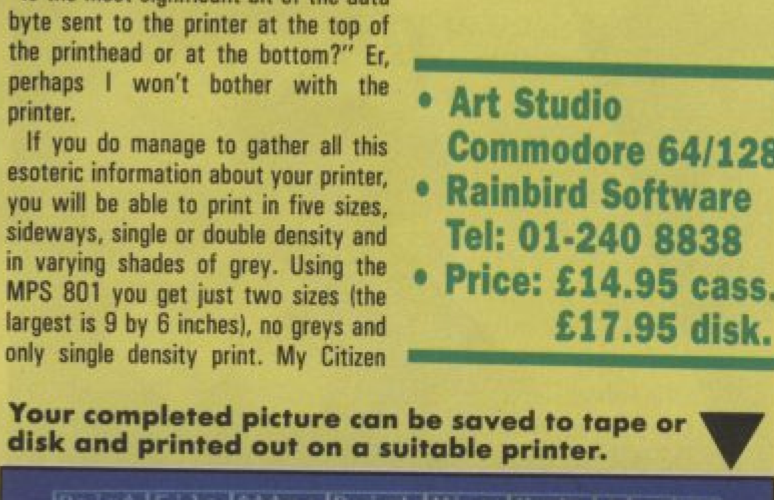
Art Studio is a very sophisticated program that offers functions you'd expect to find on much more expensive and professional systems. But lack of scaling or x and y coordinate plotting makes it more a fun package than a truely useful program.

It's also more a design than a drawing program. It's much more at home with shapes and patterns than it is with freehand drawing.

Having said that, there's no doubt that Art Studio is great value for money and, even if you struggle to design a new Civic Centre or paint a self-portrait, it's worth the price just for the fun of it.

- **Art Studio Commodore 64/128**
- **Rainbird Software Tel: 01-240 8838**
- **Price: £14.95 cass. £17.95 disk.**

Your completed picture can be saved to tape or disk and printed out on a suitable printer.



Grandad Datab

dBase II for the C128 — **reviewed by Chris Durham**

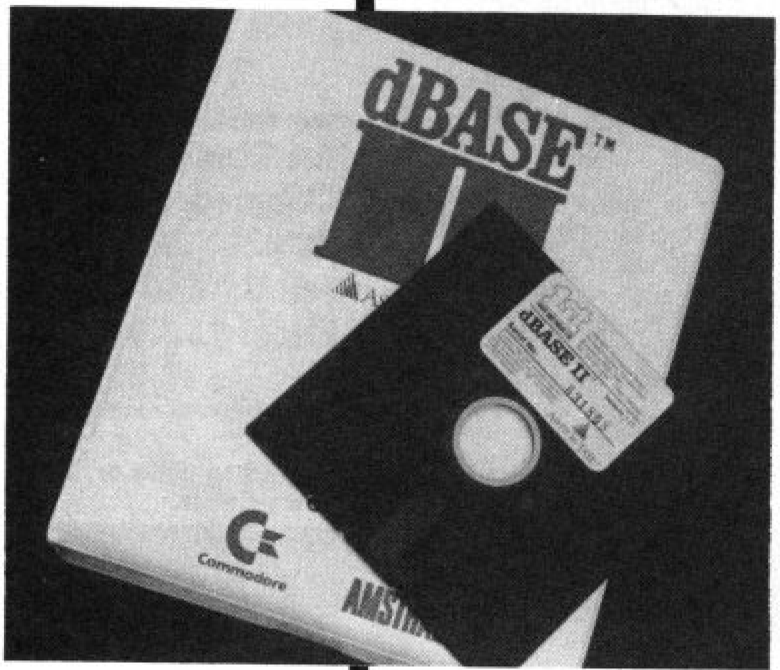
Think of a database and you think of dBase II. So when a program as well known and established as this is converted for the 128, that machine must be going places. dBase II is also one of the only 128 programs to run under the much speedier CP/M — and you can get it for about a third its original price.

With more business software gradually appearing for the C128 in both 128 mode and CP/M mode, it was inevitable that some of the business favourites would make the jump. When something as well known as dBASE II is converted things have to be looking up. So it's high time we looked at the grand-daddy of databases in its new guise.

DBASE II, from Ashton Tate, has been around a long time and has an impeccable pedigree. Although more advanced versions of it have appeared, the second son of the family is still running on almost any type of business micro you can think of.

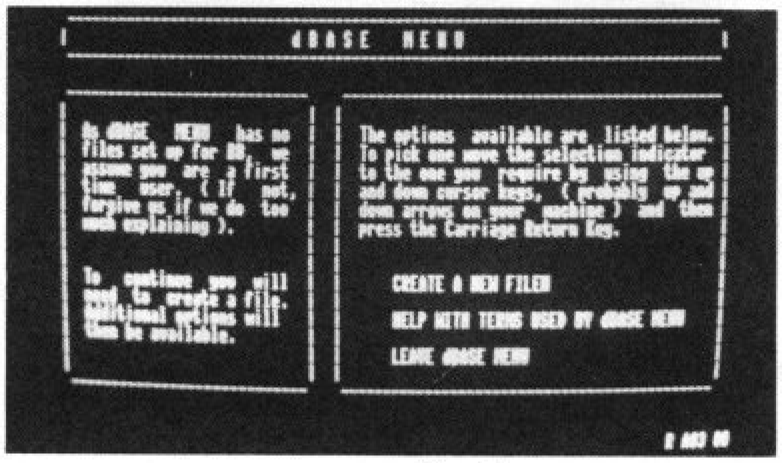
Written in the days when CP/M was *the* operating system for business micros, it had always been denied to users of Commodore computers, especially the 'home' models, but those days are over.

First Software have just released dBASE II at £119 for the C128 running in CP/M mode, but using Commodore format disks. If you think £119 is expensive, the normal price for dBASE II on most computers is £300.



Getting Started

Those people who have already used dBASE will be immediately at home with this version. Provided that you have a 1570 or 1571 disk drive, you should be able to use your data disks in one of the many compatible formats. For those less familiar with dBASE, or indeed any database program, all the tools are provided to get you started quickly and easily.



dBase II's MENU disk guides the first-time user, but only if you have two disk drives.

One slight problem is that to make full use of all the 'easy' facilities you must have two disk drives. This is because the MENU program has to run on a separate drive to the main application programs. MENU leads you gently by the hand, explaining what must be done to create a database and stops you making too many silly mistakes. But it's rather slow and most users will quickly switch to the main method of creating and using the files.

The manual is a massive 374 pages and at first sight is somewhat daunting. However, it is very well laid out and gives you the information in the order you really need it. It is not unreasonable to expect even a complete beginner to be defining and using a database for practice within 30 minutes of switching on the computer.

The most difficult thing will be deciding what information you want to store, how big the records are going to be and how you want the data to look when you get it out again. However, spending some time getting the original database design correct will save a lot of time, effort and changes later on.

Using dBASE II

There are two main ways of using the database; either using the direct commands which are available directly from the keyboard or writing an applications program using the dBASE programming 'language'. The latter method enables you to set up program files to carry out repetitive tasks such as producing invoices, weekly reports, sales figures or stock check lists etc. This is liable to be a complex task until you are familiar with all the facilities, although several books have been written about dBASE II to help you.

First Software even include a special offer coupon for their own book "dBASE II Tricks and Tips". However, if the word 'program' makes you come out in a cold sweat, there is actually no need to use that method if your requests are fairly straightforward. The range of nearly fifty commands that can be used from the keyboard will allow you to carry out any type of search, create report formats, modify, add and delete records; in short, everything you need to create, maintain and extract data from your database.

In the very simplest scenario, you can probably get away with only about six commands; CREATE, EDIT, APPEND, LIST, DELETE and REPORT. However, you would be foregoing many of the features that make dBASE as powerful as it is.

If files are regularly searched in a particular order then both Indexed and Sorted files can be set up. It is possible to have several different indexes for the same information so that you can access the data in whichever way you choose. Report formats can be

base

stored as well so that you only have to call up the required form and print it after specifying the data pattern you want to output. Full data matching is possible, even in a simple list.

The Boolean operators AND, OR and NOT allow complex conditional searches to be carried out, directly from the keyboard if necessary, with the results displayed either on the screen or on both screen and printer.

Limitations

One of the problems with programs of the size of dBASE II running under CP/M is that the Transient Program Area (TPA) is a finite size and only allows a small part of the program to reside in memory at any one time. This means that almost every time you call up a new command the system has to read the code in from disk. This is not a problem if you are using a fast disk drive, but this is Commodore remember.

If you try to get away with using the 1541 drives then you are going to have problems. To be fair, the manual does say this quite clearly, but since you've already bought the program by then it might be a bit late. Even a single 1570 is not ideal because then the application programs have to reside on the same disk as your data and they take up a lot of room. At the very least you need a 1571 (for a 128D); a better bet is two 1570s or ideally a 1570 for the program and a 1571 for the data.

Conclusions

With dBASE II available, the C128 can start to seriously regard itself as a small business computer. dBASE will happily cope with anything you would expect from this size of computer and still have something in reserve. The manual is excellent, users can stop at whatever level of complexity they feel happy with and familiar users will have no trouble changing over. What more can you say?

- **dBASE II database**
- **First Publishing Ltd. Tel. 07357 5244**
- **Price: £119**

BUSINESS NEWS

Jane makes it easy



We're baffled why Commodore should want to call its latest piece of 128 software *Jane*. Why not Doris or Mabel? Anyway, Commodore reckons Jane is "the easiest way to use a computer" for those practical things in the home or small business.

Jane is a disk-based integrating wordprocessor, spreadsheet and filing system designed for those of you who know little or nothing about the aforementioned. There's *Janewrite, Janecalc* and *Janelist* which can work together or as stand-alone programs.

Jane is designed to be very simple to use, making use of on-screen pictures and a joystick or mouse-driven pointer. To get into the wordprocessor for example you simply point to the picture of a typewriter.

The package costs £49.99 and comes as a set of three colourful disks: the application disk, a storage disk and a Help disk. All programs work in 40-column mode so you can happily plug your 128 into a domestic TV set or a composite monitor. We'll be giving Jane a full review next month. Meanwhile, Commodore can be contacted on 0536 205555.





Janewrite above, and the Janelist database below.

BUSINESS NEWS

AD INDEX

TOMMY'S TIPS

When it comes to answering your technical and programming queries, whether they're on the 64, 128, 16 or Plus/4, Tommy's your man. Go on, write to him: Tommy's Tips, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU.

Better Joystick

I am writing a graphics program for the Commodore 64 to draw on the screen in hi-res mode and then dump the picture to a printer. At first I used a digital joystick to draw with, but I found that I could draw more accurately using eight keys instead. Both these methods only give me eight directions to move in.

In one of my games for the 64 I have seen mention of an analogue joystick. I would be grateful if you could answer the following questions about this.

1. How much would an analog joystick cost?
2. Where might I get hold of one?
3. Would it give me more than eight directions of movment for my graphics program?

R.C. Harris, Warrington.

An analogue device will give you totally free movement in any direction across the whole screen, just like using a pencil; you could even loop-the-loop. The accuracy is limited by the resolution of the analogue to digital converters in the 64, but this should be good enough for most purposes.

There are not many companies producing analogue joysticks for the 64, but *Flight Link Control Ltd* may just have what you want. They can be contacted on 0420 87241 regarding price and availability.

A possible alternative to a joystick is an analogue tracker ball. The *Marconi RB2* is supposed to be ideal for graphics, being extremely accurate and stable, although this is unfortunately reflected in the price of £59.95. This should be available from computer dealers or contact Marconi on 0582 64334.

Defined Characters

Last Christmas I received a Commodore Plus/4 from my parents. I like it a lot but in my programs I have come across some seemingly unsolvable problems.

Firstly, I need to protect the top 5K of memory and store my UDC data there. There is a C16 program that I have got which only protects the top 1K on the C16 which is useless to me as my games are much longer. Could you please discover the relevant poke for me?

Secondly, after I have produced my UDC's, I find that I cannot put them onto a graphic screen to be used for pixel movement.

D. Antuis, Herts.

The top of Basic address is held by the same registers on all current Commodore home machines; addresses 55 and 56. If you want to lower the top of Basic by exactly 5K then the code to do that is as follows:

```
10 POKE 56, PEEK (56) -20
```

As for using them with a graphics screen, they are treated in exactly the same way as text, not graphics, so you are limited to character positioning instead of pixel positioning.

Get into Shape

I have owned a Commodore Plus/4 for about six months, and have been experimenting with the user-defined shapes, using the GSHAPE and SSHAPE commands. I was wondering if you could tell me (in English) what all the garbage in the user manual about the two commands mean — and how large the shapes can be.

Some friends tell me they can be up to the size of the screen — could you clarify this for me?

M. Watt, St. Andrews.

The SSHAPE command can 'capture' an image that does not require more than 255 characters to store it. This is because the largest string that Basic can store is 255 chars and the shape is stored as a string. However, the confusion arises because the co-ordinates you have to give are based on pixel positions, not character positions, plus the fact that there are other overheads such as row and column size to be stored. In practical terms the maximum size that SSHAPE can store is 40×40 pixels (ie a block 5 characters square) or equivalent size. Far from storing a whole screen in one shape it would take approximately 40 shapes, to say nothing of nearly 10K bytes of RAM to store the resultant strings!

Upgrade Aid

At present I own a Commodore 64, 1541 and MPS 801.

I have been thinking about upgrading to a Commodore 128 but having thought about it, I decided I might be better going straight for a 128D. Before making a decision I would like a few points cleared up if possible.

When the 128 goes to 64 Mode, would the built in disc drive also go to 64 mode?

If so, would all the disks I have formatted on the 1541 be useable in the 1571 or do I need to keep the 1541?

If the 1571 will use my disks will it still be useable on both sides or will I only be able to use it as a 1541 disc drive?

Can I use the printer with the 128 in each of its three different modes or will it only work in 64 mode?

R.C. Bunjon, Herts.

The 1571 drive will always follow the mode of the host computer and since the 1571 is capable of emulating the 1541, the majority of programs will load quite happily on it. There are one or two programs however, that use routines in the 1541 ROM which, because the 1571

ROM is slightly different, will not load or run with the 1571; any disks you have created yourself will not suffer from this problem though.

When emulating the 1541, the 1571 is effectively only a single sided drive with 170K bytes, but as soon as you go into 128 mode then you can use both sides of your disks. You should not really attempt to use single sided disks with the 128 however, as you may cause yourself problems with disk errors. It is worth the slightly extra cost to get certified doubled sided disks.

Finally, the printer will work quite happily in all three modes, provided the programs are capable of sending the correct control codes to it. This is more likely to be a problem with CP/M programs which will not normally be designed for a non-standard printer like the MPS 801.

Suicidal

I own a Commodore 16 and I have a problem. I need some tips on sprites and animation.

At the moment I am trying to write a game called Winter Sports. It hopefully consists of ski-jump, bob-sled, slalom and biathalon.

So far I have drawn the ski ramp using the circle command to draw an arc. I have also painted this but the problem is the whole screen ends up filled with paint.

How do I go about designing sprites and then animating them? Is there a games designer for the Commodore 16? If there is who by? Please help me as I am contemplating suicide!
I. Wright, Surrey.

The first thing to note is that you cannot paint an area unless it is completely enclosed, otherwise you will get the paint 'spilling out' and filling the whole screen. What you must do is to draw an end line and a bottom line so that the bottom part of the jump can be painted on its own.

Your second problem is that there are no sprites on a C16; you have to get round the problem by either using SSHAPE to pick up the shape you want and them manipulate it using GSHAPE, or creating a figure using one or more UDGs.

As for animating them, you will really have to use a machine-code routine to move them with any speed; Basic will work, but rather slowly.

Finally, what may prove to be the answer to most of your problems, there is a games designer for the C16 called, would you believe, **Games Designer**. It is a Commodore product, costs £9.99 and if your local shop doesnt have it you can order from 'Softpost'. Tel. 0536 205555.

Windows

I would be grateful if you could tell me how to change the background colours of windows on my C128 without changing the colour of the main screen at the same time ie change the colour inside a window to blue while keeping the main screen grey?

Also could you give me an idea of how many times a Basic program will be speeded up when compiled with a compiler like First Publishing's disk-based compiler?

Also if any 128 owners are annoyed at the slight glitch you get when a split screen is used, it is easy to program 5 oblong shaped sprites to appear over the top of the glitch. Voila! No more split screen glitch.
J. McClements, N. Ireland.

The simplest way to get windows of a different colour in 80 column mode is to reverse the screen. You then have the ability to change background colours while keeping the same text colour. The only limitation with this method is that the 'border' colour changes with the text colour.

However, if that is not a problem then the following code demonstrates the idea:

```
1   COLOR5, 16: COLOR6,8:
    SCNCLR
2   PRINT CHR$ (27); "R"
100 WINDOW 10, 5, 30, 15,
    1
110 COLOR5, 7: COLOR6,8 :
    SCNCLR
120 END
```

Lines 1 & 2 set up the reverse screen to start the program which gives a grey screen, then lines 100 & 110 set a blue window with yellow text. Clever, eh?

Basic Graphics

The following two questions while pertaining to the C64, would also, I believe, apply to the C128.

Q1. I would like to purchase a good graphics package which also includes delete, renumber, etc. It's to operate from a Basic program. But I cannot find any that will provide a 'stand above' program and produce or build up a graphics display when required. When the program is complete, delete, renumber, etc. are no longer needed but cannot be separated from the graphics package. The package is still required to build up the graphic display. Are there any graphic packages that provide a 'stand alone' program omitting the no longer needed delete, renumber, etc. while retaining the instruction, usually special to the package, to build up the graphic display?

I read that some packages you can save a graphic display to tape or disk. How does one append it to ones Basic or machine code program and display it when required?

Q2. If a program consists of Basic in the Basic RAM area and machine code stored at 49.152 onward, how does one save both as one program on tape such that when loading, the machine code returns to 49152 and the Basic part returns to Basic RAM and autorun the entire program?

Looking forward to your reply.
J. Bradley, Lanark.

One of the problems with any Basic language extension is that being an interpreted language, the extensions always have to be in memory when the program is running. With a compiled language such as Pascal or C this is not necessary since the compiled code runs independently of the compiler that produced it. So the first thing to say is that you are asking for the impossible with any interpreted language. Secondly, there are two elements to most Basic extensions; the so-called "Programmer's Toolkit" commands such as RENUMBER, AUTO, DELETE etc, which are designed for ease of program development and the "language extensions" which give you the commands to do graphics, sound and read joysticks etc without the need for lots of PEEKS and POKES. It is possible to get separate utilities for these, such as the SOFTCHIP cartridges from Whitby Computers, but you still have to keep the language extension plugged in when you run the programs.

On your second point, you can load programs from within a loader program such that they always return to the area of memory from which they were saved. The following outline example program will load a graphics display directly into memory and then call a Basic program which autoruns (note x & y are values to set top of the Basic program area for 'progname'.):

```
10 IF T > 0 THEN 40
20 POKE 46, x :POKE45, y:
   T=T+1
30 LOAD "PICTURE", 8, 1
40 LOAD "progname", 8
50 END
```

If you want to load a machine-code routine at 49152 then, provided it has been saved from 49152, substitute the name 'PICTURE' in the above example with the filename of the routine. The thing to remember is that it is better to save the different parts of the program as different files on tape (or disk) so that you can carry out this sort of chaining when reloading. As for the C128, all the necessary commands are built-in to Basic 7.0, including commands like BLOAD and BSAVE to cater for m/c routines.

Cold Start

Could you please tell me and other uneducated users what a Cold Start is and a Warm Start? Thanks.
D. McLeod, Surrey.

A cold start is the same as turning off the computer and then turning it back on, ie all the programs including machine-code routines are lost. A warm start merely resets the system pointers without changing any of the Basic memory areas. This means that by restoring the Basic pointers you can recover a Basic program; m/c programs will not normally be affected at all.

However, it is because RAM is not reset that you cannot always use a warm start to recover when a program crashes and locks up the system; a cold start is often the only way to recover under these circumstances, which is why you should **always** save a program to tape or disk before running it the first time.

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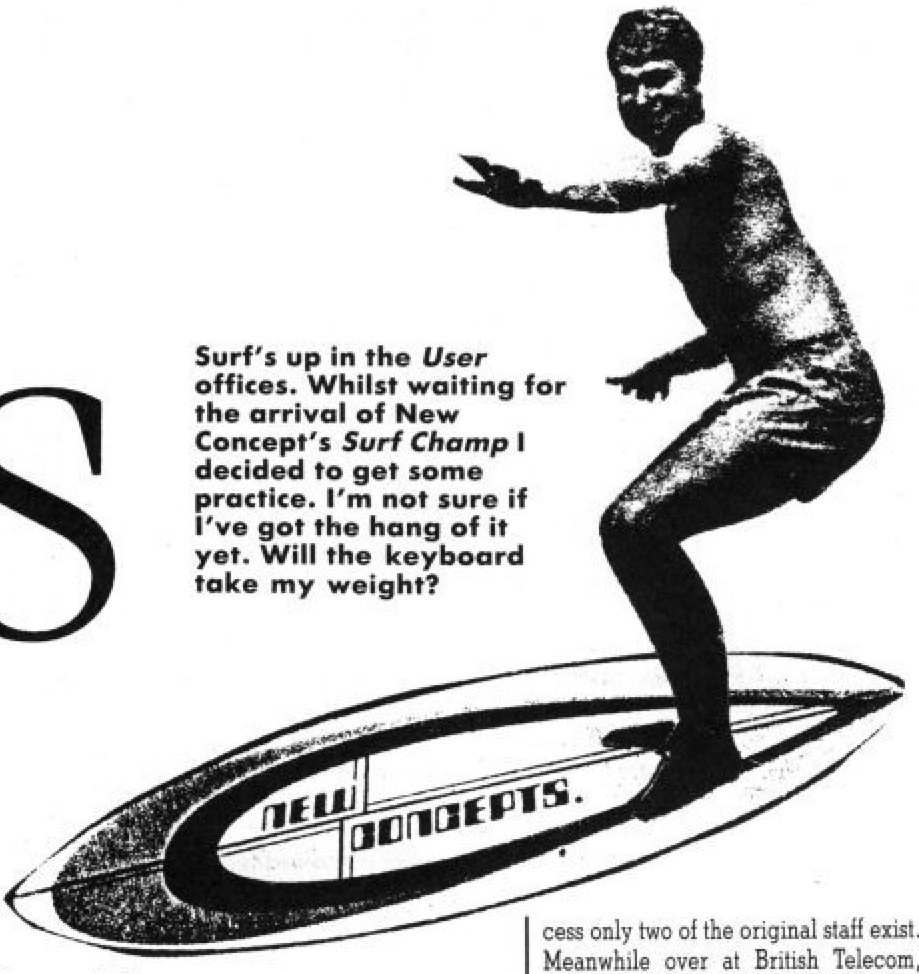
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Hot Shots

By Mike Pattenden



Surf's up in the *User* offices. Whilst waiting for the arrival of New Concept's *Surf Champ* I decided to get some practice. I'm not sure if I've got the hang of it yet. Will the keyboard take my weight?

Yes, thank you very much I did have a very nice holiday. I wanted to tell you all about it in an essay entitled 'What I did on my holidays', but the Ed said I couldn't because nobody cared what I did on my holidays. Something I found very hard to believe, but just to keep him happy I'll bring you my usual slime selection . . .

● Talking of holidays reminds me. Did any of you catch the **Rock Around the Dock** programme shown on Bank Holiday Monday? If you were in possession of infra red vision you'd have spotted a Very Important Person in the crowd. No, it wasn't Derek Hatton, it was none other than God himself. I mean **David Ward** of course. He and his Ocean disciples were on the guest list. What it is to be a VIP eh?

● David was there to see his favourite software licences **Frankie Goes to Ocean** play. He had a chat in the bar before the band went on and then took his seat for the show. And who should he be sitting next to? Not Derek Hatton no, it was Holly's mum! "Hello Mrs Johnson", said David, "Oh, David", cried Holly's mum, "I've got all of your games," David smiled humbly "But", she added, "Why don't any of them load on my 128?" Actually I made the conversation bit up, apparently they got on famously . . .

● Meanwhile not to be outdone members of **Commodore User** were seen out on the town on nearly successive evenings celebrating first Citizen's 50,001st printer off the production line. Second, our huge ABC figure. Pretty fab eh? Actually, the Citizen do took place at Kensington's Roof Gardens where the paparazzi regularly quaff their drinks among the neatly clipped lawns and pink flamingos high above London.

● Various members of the team were taken ill after they found out drinks were free all night. **Ken McMahon** found it impossible to hold onto his drinks and kept spilling them everywhere. I steadfastly refused to be parted from my Bloody Mary to take to the dance floor because the DJ was so lousy. Instead we watched executives from Citizen Europe all dance in turn with the same secretary . . .

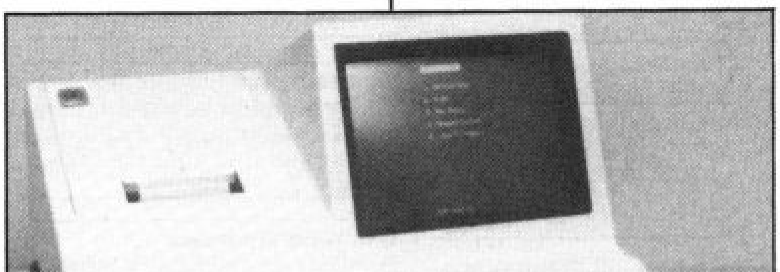
● But hell you're not interested in what the staff of the magazine get up to! So I'll tell you instead about the staff of some other computer magazines who all turned up vainly at Macmillan's office to have their pictures taken so they could appear digitised in **Strike Force Cobra**. Hotshots refused — and good job too. The results were pretty horrendous. One journalist came out of it so bad that they tried first to draw a moustache on him, and then covered him up completely with a balaclava . . .

● Quote of the month goes to **Russell Comte** programmer of **Fist II**. "What I really wanted to do was give them tight Italian leather pants and pointy shoes, but I wasn't allowed — suspenders were right out!" So much for macho Australians I say . . .

● Hey, have you heard about **Commodore's** new release? Yup, it's the one you've all been waiting for. The MUCTS. Whadaya mean you never heard of it? You're telling me you've never heard of the Multi User Cash Terminal System? Yes, the new wunder-machine is a cash register! Which is just about the only way you'll see any money going into Commodore this year . . .

● Heads are rolling . . . Over at **Activision** Hugh Rees Parnell has departed after a long and stormy meeting with Rod Cousens, the man who got his job. Hugh's departure now means that since *Ghostbusters'* success only two of the original staff exist. Meanwhile over at British Telecom, Barry Lewis, boss of **Beyond** and **Firebird**, **Rainbird** and **Odin** has resigned. **Argus** are also looking for a new boss since the departure of Ron Harris. Who's next . . ?

● It's nice to see that **Thalamus**, Newsfield's software house have begun by taking the industry seriously. It took them a mere three weeks to write-off their Nissan Sunny top-of-the-range company car. It took Elite's thrifty **Steve Wilcox** a comparatively tortuous six months to wreck his Lotus. I confer the title of record breaker on Phalicus . . .



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